ABSOLUTE POWER

☆ Silver Age Sentinels Second Edition | Superhero Role-Playing Game ☆

STOP
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BOOK ONE: SYSTEM

ABSOLUTE POWER

★ Silver Age Sentinels Second Edition | Superhero Role-Playing Game ★

The Silver Age has come and gone. Superpowers now bring fear as often as comfort, and shades of grey cast the world in shadow, muting the shining colours of yesteryear. Villains have become stronger, and their influence is felt in every nation. The need for heroes is greater than ever.

Can you balance superhuman gifts with humility, compassion, and hope? Do you have what it takes to resist the ever-present lure of Absolute Power?

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ABSOLUTE POWER

☆ Silver Age Sentinels Second Edition | Superhero Role-Playing Game ☆

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FOREWORD

> *Liberty. Justice. Security. Peace. These are the four pillars of a better world; a land of hope, freedom, and truth, where life is not a burden to endure but a joy to experience. There are threats you cannot conquer, tragedies you cannot avoid, and sins you cannot punish. We are here to help. We will support you when you stumble, keep watch when you sleep, and help you achieve the unreachable. We will show you how to touch Paradise. We are The Guard, and you are safe on our watch.*

Sentinel's quote from 2002's Silver Age Sentinels RPG still gives me chills of excitement whenever I read it. Those few sentences perfectly captured the superhero game that we wanted to create then, and many of the characters from the campaign setting still hold true to those ideals two decades later. But it's been getting harder for them through the years.

The Absolute Power superhero role-playing game is the evolution of that vision, viewed through the lens of 2020's modern world. This is the Second Edition of Silver Age Sentinels, but the name needed to change to best reflect our new era; the Silver Age has come and gone. I have never worked on a game project with this large a scope, depth, and breadth – so large, in fact, that its half-million words couldn't be contained in a single core RPG volume. The BESM anime and manga RPG (aka Big Eyes, Small Mouth – now in its Fourth Edition) will always be my cherished child, since it's my first published storytelling game, but Absolute Power is undoubtedly my favourite creation. Line developer and author Robin Flanagan took the game campaign framework presented in SAS and expanded it immensely – both exploring the landscape of aeons past and advancing the timeline by two decades to 2021 – to create an evocative superpowered world filled with a rich variety of metahuman heroes, insidious villains, complex neutrals, and world-shaking events.

The Silver Age Sentinels design team's goal was to create a fictional superhero campaign world that integrated with real-world events – a modern setting rarely attempted in role-playing games. We needed to rationally address the presence of metahuman powers to integrate them with Earth's history while simultaneously not ignoring or downplaying humanity's role within those historical events. World War II still happened, despite the American Sentinel's and Kreuzritter's emergence into Earth's timeline. Similarly, Oswald still assassinated President Kennedy, Mount St. Helens still exploded, and Putin still ascended to (acting) President of the Russian Federation in 1999.

When we advanced the campaign setting by 20 years to January 1, 2021 for Absolute Power, we decided to maintain this philosophy – though the task became much more difficult given the enormity of recent events! We had to account for the aftermath of the World Trade Centre terrorist attacks in a world with global superheroes and paranormal assassins. We also had to integrate an ongoing worldwide COVID-19 pandemic with the presence of mystical healers and supervillain geneticists. We established a core principle with Absolute Power that significant events of Earth's real-world past unfolded nearly unmodified by the presence of metahumans in our fictional Sentinel-Earth setting – yet, superheroes and supervillains would be peripherally involved with those key moments. Sentinel and Slipstream would assist with the search and rescue in the aftermath of 9/11, but they didn't stop it from happening; Kreuzritter and Matthews GenTech would address potential action during the pandemic, but their direct involvement would be limited. We needed to address sensitive topics thoughtfully, always rising up the profound importance of human action rather than focussing on a fictional solution.

Of course, new Sentinel-Earth specific events could also occur in the setting, but they would require resolutions that allowed our superpowered fictional world to keep pace with the real-world timeline. The reptilian Haud invaded Earth in 2005, for example, but their assault was pushed back through the combined might of the world's metahumans. Furthermore, the Dark Queen's incursion from Fairshadow into Sentinel-Earth at the end of 2020 has significant impacts in the fictional world, but 2021 still dawned on January 1st. Humanity endures, and faith manages.

We know that our decision to approach Absolute Power's campaign setting under these conditions establishes constraints not seen with most superhero role-playing games, or RPGs from any genre. Robin has certainly risen to the challenge, though, and established a forceful, compelling, and dramatic narrative backdrop for your superpowered adventures at any power level. Creativity and opportunity abounds in Absolute Power, which you can use wholly as written or selectively, in pieces, to integrate into your own unique campaign setting. Either way, Absolute Power offers a unique and compelling approach to the superheroic RPG milieu.

Mark MacKinnon
February 2022

CREDITS FOR COMIC COVERS PRESENTED IN CHAPTER 1

Detective Comics #1 (National Periodicals, 1937, Art: Vin Sullivan)
Detective Comics #27 (National Periodicals, 1939, Art: Bob Kane)
Fantastic Four #1 (Marvel Comics, 1961, Art: Jack Kirby)
X-Men #1 (Marvel Comics, 1963, Art: Jack Kirby)
Black Panther #1 (Marvel Comics, 1976, Art: Jack Kirby)
Watchmen #1 (DC Comics/Titan, 1987, Art Dave Gibbons)
Sandman #1 (DC Comics, 1989, Art: Dave McKean)
Batman: The 10¢ Adventure #1 (DC Comics, 2002, Dave Johnson)
Action Comics #1 (National Periodicals, 1938, Art: Joe Shuster)
Whiz Comics #2 (Fawcett Publications, 1940, Art: C. C. Beck)
Amazing Fantasy #15 (Marvel Comics, 1962, Art: Jack Kirby)
Green Lantern #85 (DC Comics, 1971, Art: Neal Adams, Jack Adler)
Batman: The Dark Knight Returns #1 (DC Comics, 1986, Art: Frank Miller)
Spawn #1 (Image, 1992, Art: Todd McFarlane, Ken Steacy)
Preacher #1 (Vertigo/DC Comics, 1995, Glenn Fabry)
Ultimate Spider-Man #1 (Marvel Comics, 2000, Art: Mark Bagley)

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ROLE-PLAYING GAME MANIFESTO

Follow the rules. Or don’t. I’m a game manifesto, not a cop.
Always strive towards maximising inclusion, diversity, and sensitivity.
You can’t be playing wrong when creating enjoyment for the entire group.
Should dice rolls conflict with great story development, the story always wins.
Moving beyond the rules with creativity and innovation is encouraged.
Your interpretation of the game rules is as official as the designer’s intent.
Role-playing intensity increases with honest and respectful communication.
Trust is an essential ingredient for an amazing game experience.
The Game Master works against the characters, but never against the players.
If you are no longer having fun playing the game: stop, regroup, and evaluate.
The game book contains the answers to all things.
When the above does not apply, make it up.

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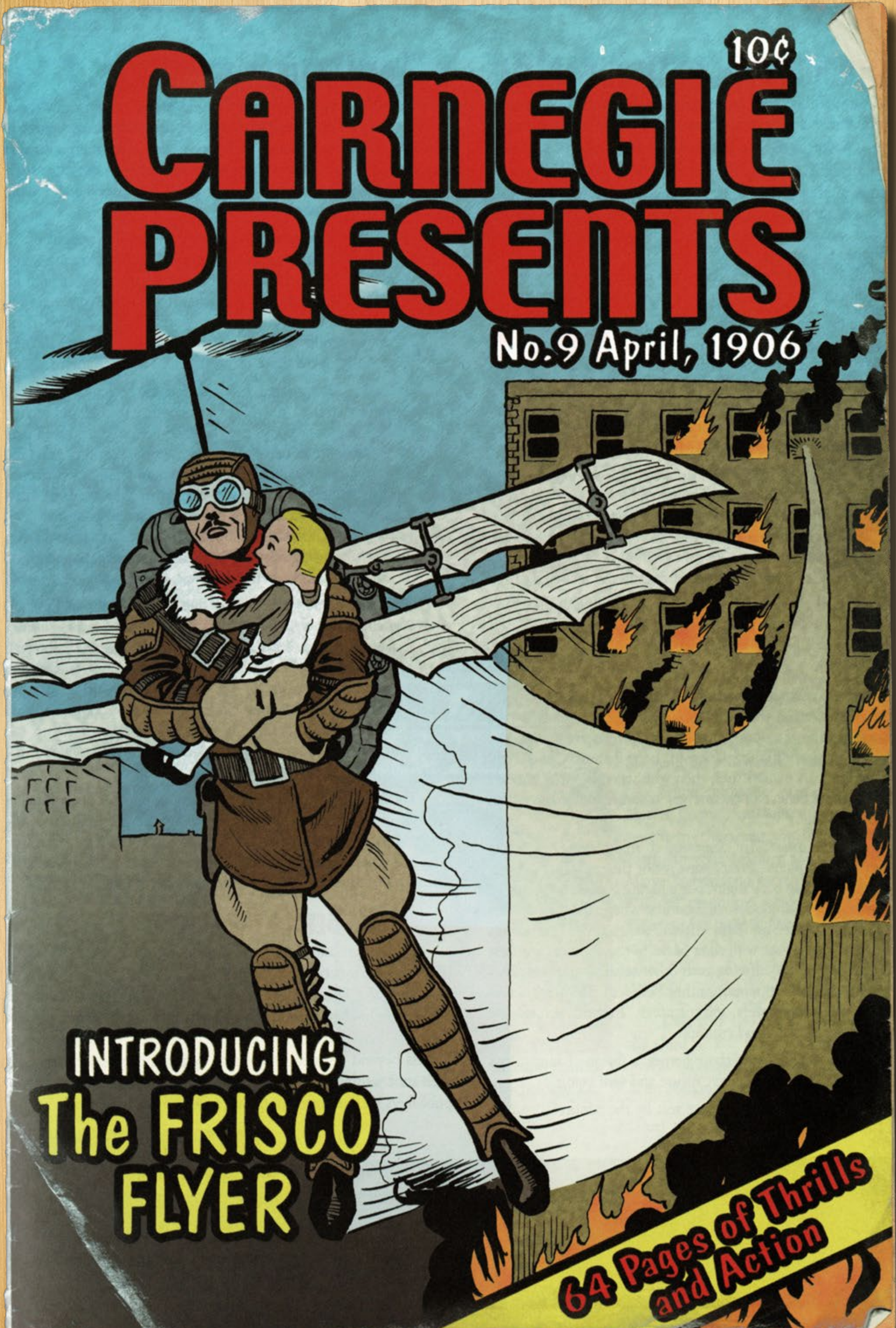
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CHAPTER 01

INTRODUCTION TO HEROISM

The Silver Age has come and gone. Superpowers now bring fear as often as comfort, and shades of grey cast the world in shadow, muting the shining colours of yesteryear. Villains have become stronger, and their influence is felt in every nation. The need for heroes is greater than ever. Can you balance superhuman gifts with humility, compassion, and hope? Do you have what it takes to resist the ever-present lure of Absolute Power?

Welcome to the Absolute Power role-playing game, the second edition of 2002's Silver Age Sentinels RPG. Much has changed in the two decades between editions, from the mechanics of the Tri-Stat System to the superhero landscape. Since the dawn of the 21st century, superhero fiction has grown from a popular niche field to become the dominant genre in global entertainment. What has not changed is the heroism that serves as its foundation, regardless of medium.

HOPE SURVIVES

Heroes are not products of 20th-century principles. The idea of mortals endowed with astounding powers and skills comes from humanity's ancient legends and myths. With capabilities that ranged from defeating giants with sheer wit to doing battle with entire armies, some heroes of old could rival the greatest feats of modern costumed adventurers.

What changes, whether across decades or millennia, is how our heroes reflect their times. Storytellers have portrayed fabled King Arthur in myriad ways, transforming him from a fearless conqueror soaked in blood to a diplomat more interested in peace than glory. At the same time, patterns remain; the fatal flaws of secrecy and ambition eventually bring down glorious Camelot.

Superheroes have followed much the same pattern. Golden Age adventurers tended to be noble rebels taking on ruthless forces, defying the system yet protecting the society that created it. Sentinels of the Silver Age were more likely to defend the status quo and fight outrageous criminals in operatic conflicts. More recent tales have ranged from cynical disparagement of superhuman protectors to a renewal of heroic ideals, turning critical eyes on the failings of old stories while refining what made them touchstones to entire generations of readers.

Absolute Power does not take as strong a position as its predecessor on what heroism looks like. Empire City has returned with a greater focus on moral ambiguity and relativism, but our efforts are not intended to disparage the idea of heroics. We did not choose this title to glorify raw might or some concept of necessary corruption. Absolute Power is a warning against the desire to reach for that little bit more power to keep up with those opposed to society's greater good. All that's needed is a little more....

Therein lies the dilemma for anyone with the strength, vision, and determination to make a difference. With great powers come great consequences, and society grows less forgiving of failings in its heroes. The nature of human imperfection means that even the most brilliant and mighty will make mistakes. Heroes make sacrifices to help those in need, and the greatest heroic act might be to rise no matter how many times we fall. Superheroes are, ultimately, about the hope that power does not have to corrupt – that we can be more than our failures, that we can leave the world a better place than we found it. It is a difficult, perilous journey, but there are few more rewarding. Just mind the fall....

CONTRAST, NOT CORRUPTION

Few think of themselves as villains, but terrible times are often the result of terrible people. Not every villain is a tragic figure created by cruelty, discrimination, or abuse. Some begin with privilege denied, or grievance turned to hatred, and let imagined insults become a licence to commit crimes that scar humanity's spirit. It can be tempting to decide that darker heroes or anti-heroes are necessary evils when facing such horror. Anyone feeling that temptation should remember Nietzsche's warning for those who fight monsters. Circumstances sometimes force those fighting evil to make awful choices, but it's usually best to fight fire with water – not more fire. The cure for darkness is light.

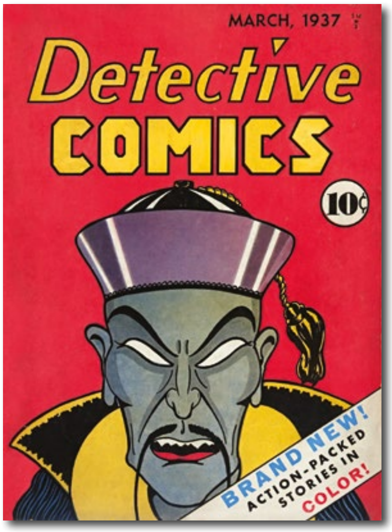
Just as some of Sentinel-Earth's villains are more noble, even becoming neutrals or heroes, others have descended further into sadism and treachery. Worse, some superheroes have lost their way, their reasons ranging from horrific traumas to simple envy. More than mere shades of grey, the tapestry of costumed adventure encompasses a rainbow of limitless possibility, but in the worst depths, there are villains who never seem to pay for ever-increasing cruelty and tyranny.

The most terrible villains do not exist to drag heroes into the depths with them. Instead, they provide contrast to the nobility of their foes. Their negative image makes a superhero's bright nature all the clearer. Sentinels of liberty and justice face literal super-Nazis. Champions of divine love and truth oppose gods of war and evil. Colourful icons of nobility and responsibility stand between corrupt billionaires and those they would abuse. Even in the Silver Age, evil could reach depths to chill the soul. The greatest heroes do not hunt such villainy by descending into those depths. They rise above their enemies in the hope of reaching even those who have given themselves to the very idea of evil.

None of Absolute Power's mechanics enforce this shift in tone. Rather, it is an updated and expanded version of the BESM Fourth Edition RPG. This game is yours to play as you see fit. Do you want to run bright, cheerful adventures in the style of Saturday morning cartoons for your friends or children? That's an excellent idea. Would you prefer grim deconstruction, where costumed adventurers are little better than the criminals they hunt, and the few idealists are idealistic fools at best? Another wonderful option. We encourage you to think about why you want to play people with the power to make a difference, and what difference you want to make. What does being a hero mean to you?

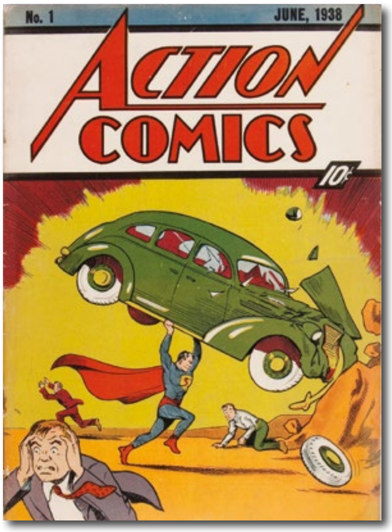
A BRIEF HISTORY OF COMICS

In the not-too-distant past, "comic books" as we know them didn't exist. There were no "funny pages", no superheroes in colourful costumes fighting the forces of evil. Less than a century ago, comic books appeared on the scene and created an entirely new genre of literature and storytelling that has entertained millions of readers, young and old.



Comic books debuted in an America under the weight of the Great Depression, when people were filled with uncertainty about the future. They offered fun, entertaining stories cheap enough for anyone to buy them, from kids to adults. They attracted writers and artists who created entire imaginary worlds and populated them with heroes and villains. They created a kind of new mythology, legendary stories of the deeds of great heroes and heroines.

In the years since they first appeared, comic books have become a part of our culture, not just in the United States where they started, but around the world. More comic books have been printed, sold, and read than all the top-ten best selling novels of the past fifty years put together. Many people in the world are more familiar with comic book icons like Superman or Spider-Man than they are with many celebrities or political leaders. Children in foreign countries often learned to read English from comic books. Comics brought over by servicemen following World War II caught on in Japan, creating the vast manga and anime industries there, for example.



Hundreds of publishers have created thousands of different titles and characters over the years, although only a few publishers have remained at the top of the comic book industry. Still, even those giants were nearly displaced by the appearance of new and innovative publishers in the 1990s. New, young writers and artists have experimented with the medium, finding new ways to express stories, and comic books (or "graphic literature", as some prefer to call them) have even won literary awards and found their way onto the New York Times Best Seller List.

The history of comics is told in the vast number of back issues lovingly preserved by collectors, showing the progression of the stories and art over the years. This chapter can only summarise that long and colourful history, touching on its high and low points. It offers an introduction to the wondrous world of comics.

COMICS BEFORE THE COMICS

The nearest ancestors of the superhero comics were the stories of the "pulp" fiction magazines of the 1930s, featuring characters like Doc Savage, the Shadow, and the Spider, Master of Men. Such characters often maintained secret identities, had elaborate headquarters and gadgets, and even strange powers beyond those of other men. Many comic book writers got their start writing for adventure and science-fiction pulps, and many publishers produced pulp magazines at one time.

In the early 1930s, magazine and newspaper publishers experimented with collections of daily comic strips like "Funnies on Parade" and "Famous Funnies". *New Fun Comics* featured the first work of two teenagers from Cleveland named Jerry Siegel and (Canadian-born) Joe Shuster, a mystic detective by the name of Dr. Occult. The collections of short strips and stories proved popular, and publishers began putting out more of them.

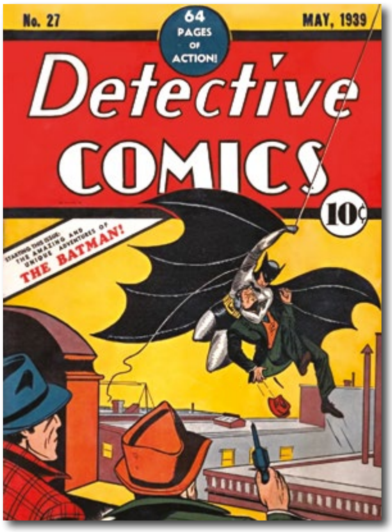
In 1937, Detective Comics, Inc. was started by publishers Malcolm Wheeler-Nicholson and Harry Donenfeld. They put out *Detective Comics #1*, a collection of mystery and "private eye" stories, that year. Although it would become the home of one of the most famous superheroes of all time, it was up to another comic book from the same company to start the phenomenon that would make comics a permanent part of American culture.

THE GOLDEN AGE

In 1938, comic creators Jerry Siegel and Joe Shuster were trying to sell a new comic strip to newspapers. With no luck, they turned to comic book publishers and found a home for the character with National Periodicals (also known as Detective Comics, Inc.). In June of 1938, *Action Comics #1* hit the newsstands. The cover showed a brightly costumed man in a red cape lifting a car over his head while criminals fled from him in terror. His name was Superman.

Shuster had moved to Cleveland at age 10, but his memories of Toronto were very vivid, especially working as a newspaper boy for the *Toronto Star*. According to a 1992 *Star* interview with Shuster, the inspiration for Metropolis came not from Cleveland, but from Toronto, which he considered more metropolitan, bigger, and more beautiful. Clark Kent was originally a reporter for the *Daily Star*, a clear tribute to the paper that was such a tremendous influence on Shuster's life, but a New York editor ordered them to rename it in 1940 and it became the *Daily Planet*.

By its fourth issue, *Action Comics* had more than doubled its sales. Publisher Donenfeld ordered a survey to find out why the book was so successful. He found out that kids weren't asking for *Action Comics*; they wanted "the comic book with Superman in it!" The idea of a "superhero" was a hit. Three months after Superman's first appearance, Centaur Publishing featured a new hero, the Arrow, in "Funny Pages". The following month, *Detective Comics* gave the world its third superhero, the Crimson Avenger.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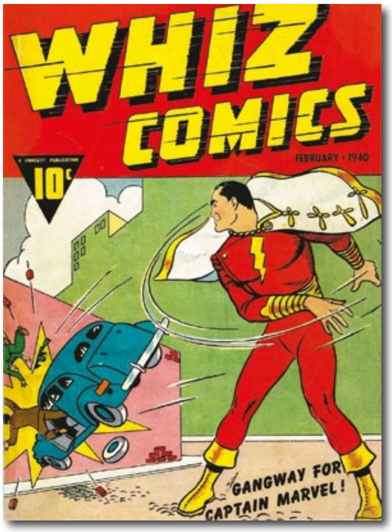
STARTING THIS ISSUE: THE AMAZING AND UNIQUE ADVENTURES OF THE BATMAN!

In 1939, almost a year after Superman's debut, *Detective Comics #27* featured another new hero, a "weird figure of the dark … this avenger of evil", called Batman. The comic was hit, and superheroes were around to stay. 1940 saw a tremendous boom in superhero comics, with the introduction of dozens of new characters. DC Comics (as Detective Comics, Inc. became known) introduced the Flash, "the Fastest Man Alive", in *Flash Comics* (January 1940), along with Hawkman, the Specter, Hourman, Green Lantern, and the Atom. Batman also got his own title and a kid sidekick; a boy named Robin (*Batman #1*, Spring, 1940). DC also launched *All-Star Comics* to spotlight their new heroes. By the third issue, they had banded together as the Justice Society of America, comics' first superhero team.

Other publishers were hopping on the superhero bandwagon. Fawcett Publications' first comic book, *Whiz Comics* (February 1940), featured a new hero called Captain Marvel, whose secret identity was Billy Batson, boy radio announcer. Just by saying the magic word "SHAZAM!" Billy could become the World's Mightiest Mortal. Fawcett introduced Master Man and Bulletman later that same year.



Comic publisher Timely Comics (later Marvel Comics) introduced over a dozen new superhero characters, including the Human Torch, the Sub-Mariner, Red Raven, and others. But Marvel's most popular character in the 1940s was the patriotic Captain America, who debuted in a series of Nazi-smashing adventures in 1941. He later teamed up with Marvel's other Golden Age heroes in *All-Winners* (with their kid sidekicks as the Young Allies).

That year also saw the first appearance of the third of DC Comics' greatest heroes: the Amazon princess known as Wonder Woman, in *All-Star Comics #8*. Psychologist Dr. William Marston, writing under the name Charles Moulton, created Wonder Woman with artist Harry Peter. Marston intended the character to embody his ideas about women's liberation, and Wonder Woman proved a hit with girl readers (although Marston's work would be later criticised by some as sexist). Up until Wonder Woman's appearance, superheroes were all male and generally remained so, reflecting the majority demographic of the comic book audience.

THE WORLD AT WAR

The start of World War II saw a shift in the fledgling comic book industry. Patriotic heroes like Captain America became more popular even as wartime restrictions and rationing of paper made comics more expensive to print. Although the total number of titles produced fell off, sales remained about the same, and the industry continued to grow. The number of American servicemen reading comics was one of the contributing factors to increased sales, along with the popularity of the books with kids.

Following the war, the growth of the comic book industry remained steady and new genres of comics began to appear. As women assumed a more public role during and after the war, more heroines appeared in the comics, with names like Miss Liberty and Miss America, along with detectives like Miss Cairo Jones. Publishers also experimented with "career girl" comics like *Patsy Walker*, *Millie the Model*, and *Nellie the Nurse* that featured girls or young women out in the working world.

The post-war years also saw an increase in crime comics like *Murder Incorporated* and *Crime Does Not Pay* with "true detective" stories, while superhero comics tapered off somewhat.

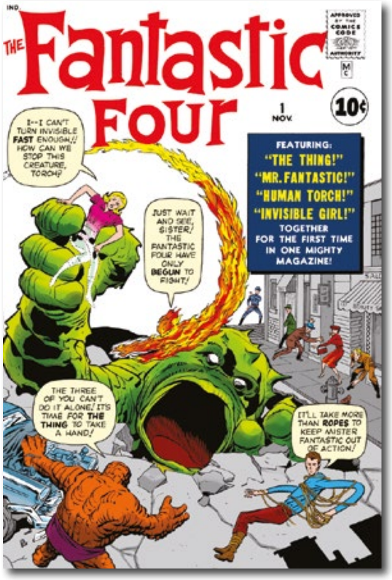
The 1950s saw the appearance of horror comics, led by EC Comics and their titles like *Vault of Horror*, *Crypt of Terror*, and *Haunt of Fear*. For several years EC set new standards for writing and art in comic books. Other companies imitated them with horror titles of their own.

THE CODE

Three things happened in 1954 that had a significant impact on the comics industry. First, Dr. Frederic Wertham published his book *Seduction of the Innocent*, a scathing criticism of comic books. The US Senate Subcommittee to Investigate Juvenile Delinquency held public hearings on the effects of comic books on children, and comic book publishers responded by establishing the self-regulatory Comics Code Authority.

Wertham, a psychiatrist and long-time critic of comic books, claimed that comic books led to abnormal behaviour in young people who read them. Wertham's argument was largely based on guilt by association: since abnormal kids read comics, comic books must be the cause of abnormal behaviour. The fact that nearly 90 percent of the children in America read comic books (making the actual percentage of comic readers who displayed abnormal behaviour quite small), was ignored. Wertham also asserted that comics promoted sexual deviancy, particularly homosexuality, which raised the fears of many parents.

The Senate's report on "Comic Books and Delinquency" likewise found that comics constituted "a concentrated diet of crime, horror, and violence" and that they could have "potentially detrimental effects" on children. The report called for a standard for comic books that would remove such dangerous elements in order to protect the nation's youth.

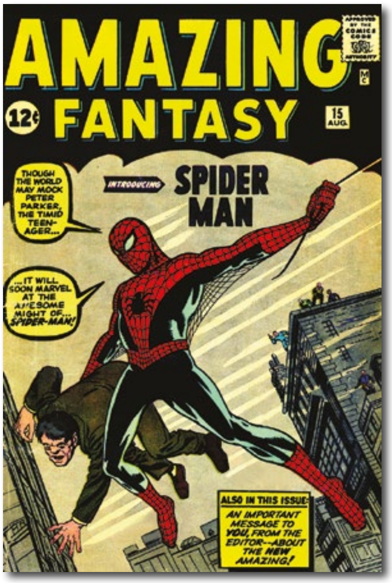

IND.
THE Fantastic FOUR
APPROVED BY THE COMICS CODE AUTHORITY
MC
1 NOV.
10¢
I--I CAN'T TURN INVISIBLE FAST ENOUGH!! HOW CAN WE STOP THIS CREATURE, TORCH?
FEATURING: "THE THING!" "MR. FANTASTIC!" "HUMAN TORCH!" "INVISIBLE GIRL!" TOGETHER FOR THE FIRST TIME IN ONE MIGHTY MAGAZINE!
JUST WAIT AND SEE, SISTER! THE FANTASTIC FOUR HAVE ONLY BEGUN TO FIGHT!
THE THREE OF YOU CAN'T DO IT ALONE! IT'S TIME FOR THE THING TO TAKE A HAND!
IT'LL TAKE MORE THAN ROPES TO KEEP MISTER FANTASTIC OUT OF ACTION!

The comics industry responded by establishing the Code of the Comics Magazine Association of America on October 26, 1954. It was one of the strictest codes in the entertainment business and stated, among other things, that "all scenes of horror, excessive bloodshed, gory or gruesome crimes, depravity, lust, sadism, masochism shall not be permitted." Any comic book company that wanted its titles distributed had to adhere to the Code.

This crippled many publishers, like EC, who had to cancel their entire lines. Other publishers scrambled to comply with the new code and doctored finished artwork to cover "objectionable" materials so books could still see print. Many publishers went out of business, unable to meet the demands of the Code and still make a profit, particularly publishers of horror comics. In the space of a year, the number of titles in the industry dropped by more than half, from six hundred-fifty to some three hundred books.

THE SILVER AGE

Following the creation of the Comics Code, the number of publishers dwindled to only a handful. For the first time in twenty years, no new comic book publishers entered the business, and even the established companies struggled under the restrictions of the Code.


AMAZING FANTASY
APPROVED BY THE COMICS CODE AUTHORITY
MC
12¢
15 AUG.
THOUGH THE WORLD MAY MOCK PETER PARKER, THE TIMID TEEN-AGER...
INTRODUCING SPIDER MAN
...IT WILL SOON MARVEL AT THE AWESOME MIGHT OF... SPIDER-MAN!
ALSO IN THIS ISSUE: AN IMPORTANT MESSAGE TO YOU, FROM THE EDITOR--ABOUT THE NEW AMAZING!

Then in autumn of 1956, DC Comics published an issue that revitalised the industry. In *Showcase #4*, they introduced the Flash, a revision of an original 1940s DC superhero. The story was a hit, and DC brought the new Flash back for an encore appearance in *Showcase #8*. It still took two more appearances in *Showcase* before DC decided the success was not a fluke and gave the Flash his own title.

1959 saw some other new superhero titles from DC, including *Green Lantern* (also a revamped version of a 1940s character) and the introduction of Supergirl in *Action Comics #252*. In 1960, DC followed their initial successes by teaming their greatest heroes up as the Justice League of America in *Brave and the Bold #28*. The idea was tremendously popular, and DC launched the *Justice League of America* title later that same year. The first couple of years of the new "Silver Age" of superheroes belonged solely to DC Comics, but that was about to change.

In 1961, Marvel Comics publisher Martin Goodman noticed the success of DC's *Justice League of America* title. He assigned writer Stan Lee to create a similar team of superheroes for Marvel. Lee worked with artist Jack Kirby to create the Fantastic Four, who appeared in the first issue of their own magazine in the fall of that year. Although they were also a team, the Fantastic Four were quite different from DC's Justice League. They bickered among themselves and had human foibles and problems. It was a style that would mark Stan Lee's work with Marvel and create an entirely new approach to superhero comics.

Of course, DC Comics wasn't resting on their laurels. The same year they re-introduced Silver Age versions of Hawkman and the Atom. They also published the acclaimed story "Flash of Two Worlds" in *Flash #123*, which teamed up the Silver Age Flash with his Golden Age counterpart. It revealed that the DC superheroes of the 1940s lived on an alternate Earth that became known as "Earth-2", a facet of an expanding DC universe that would remain a staple for over 20 years and later become part of one of the biggest comic book stories ever.

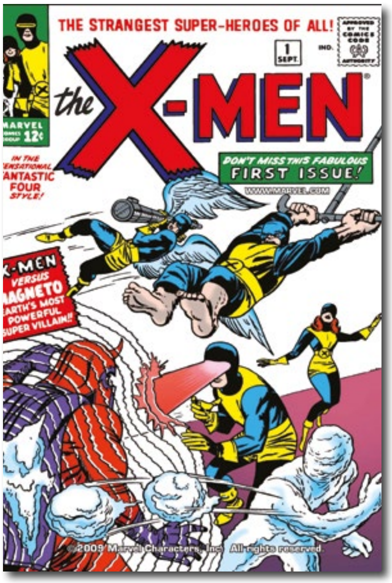
THE MIGHTY MARVEL EXPLOSION

With the success of *Fantastic Four,* Marvel Comics took the industry by storm in 1962. Stan Lee and Jack Kirby created the monstrous, rampaging, green monster known as the Hulk (*Incredible Hulk #1*) and introduced Dr. Donald Blake, a disabled physician able to transform into the Norse thunder-god Thor (*Journey into Mystery #83*). They also created Ant-Man in *Tales to Astonish #35*.

But Lee's most important creation that year was in collaboration with artist Steve Ditko. In *Amazing Fantasy #15*, Marvel Comics introduced the Amazing Spider-Man. Spider-Man was the embodiment of Lee's approach to writing superheroes: a mild-mannered teenager named Peter Parker gets bitten by a radioactive spider and gains superhuman powers. At first, he uses them solely to make money as a professional wrestler (decades before the popularity of the World Wrestling Federation and its spin-offs). But the tragic death of his Uncle Ben teaches Peter that, "with great power comes great responsibility!" Spider-Man's everyday problems and wisecracking attitude made him a hit with young readers, and he quickly became Marvel's most popular hero.

Other books created by Lee, in conjunction with Kirby or Ditko, followed the success of Spider-Man. The armoured hero Iron Man appeared in *Tales of Suspense #39* (March 1963). Dr. Strange, Master of the Mystic Arts, made his first appearance in *Strange Tales #110* (July 1963). Some of Marvel's heroes banded together as the Avengers (*Avengers #1*, Sept, 1963), and that title featured the return of Captain America to Marvel Comics, when the Avengers discovered the Living Legend of World War II frozen in suspended animation in Avengers #4. Jack Kirby drew the return of the hero he created some twenty-three years earlier.

The Marvel hero Daredevil, "The Man Without Fear", appeared in *Daredevil #1* (May 1964). Lee's twist on this acrobatic hero was that he was actually blind but possessed enhanced senses (including a "radar sense") that compensated for his lack of sight. But Lee's sleeper creation was another super-team. Called "the Strangest Teens of All", *Uncanny X-Men #1* presented a group of five young people, mutants born with the potential for strange abilities and brought together by their mentor, the mutant telepath Professor Charles Xavier. Although it suffered some false starts and poor sales at first, *X-Men* would go on to become Marvel's most popular title ever.


THE STRANGEST SUPER-HEROES OF ALL!
1 SEPT.
MARVEL 12¢
the X-MEN
DON'T MISS THIS FABULOUS FIRST ISSUE!
IN THE SENSATIONAL FANTASTIC FOUR STYLE!
X-MEN VERSUS MAGNETO EARTH'S MOST POWERFUL SUPER VILLAIN!
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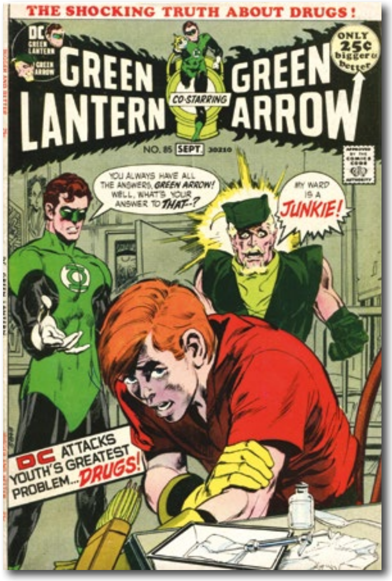
SUPER TEAMS

In the early '60s, DC Comics was busy expanding their roster of superheroes, re-introducing many Golden Age characters (often updated versions). They also had success with superhero teams, following in the footsteps of the Justice League.

Justice League of America #23 re-introduced the team's predecessors, the Justice Society of America, to modern readers when the two teams banded together. The story was so popular that team-ups between the two groups became an annual event in *Justice League* for many years.

DC also gave a regular spot in *Adventure Comics* to the Legion of Super-Heroes, a team of superpowered teenagers from the 30th century that included a time-travelling Superboy among their numbers. The Legion developed a devoted fan following and a unique and rich history of its own that lasted up through the book's peak in the late 1980s.

Finally, DC premiered the Doom Patrol, a team of strange misfits led by the wheelchair-bound Professor Niles Caulder, known as "the Chief". Robotman, Negative Man, and Elasti-Girl embarked on their first adventure in *My Greatest Adventure #80*.


THE SHOCKING TRUTH ABOUT DRUGS!
GREEN LANTERN
CO-STARRING
GREEN ARROW
ONLY 25¢ bigger & better
NO. 85 SEPT
YOU ALWAYS HAVE ALL THE ANSWERS, GREEN ARROW! WELL, WHAT'S YOUR ANSWER TO THAT--?
MY WARD IS A JUNKIE!
DC ATTACKS YOUTH'S GREATEST PROBLEM... DRUGS!

BAT-MANIA

In the beginning of 1966, the *Batman* television show premiered, starring Adam West as Batman and Burt Ward as Robin, the Boy Wonder. The show was a tremendous hit, and sales of all comic books (particularly the Batman titles) soared. DC Comics began featuring Batman prominently on all of their covers to cash in on the show's popularity, and sales of some of their books reached all-time highs.

Still, the boost that Batman gave to the industry was short-lived. The show only ran until 1968, and even after the first year, sales on all comic titles began to slump. DC Comics was firmly in control of the superhero business, with nine out of the ten best selling titles in 1967 (the other being *Archie Comics* from Gold Key).

While the major comic book publishers were neatly dividing the market between them, the first "underground comix" were beginning to appear. These books did not subscribe to the Comics Code, and they were a far cry from the simple superhero adventures of DC and Marvel or the teenaged misadventures of Archie. They explored topics like sex, drugs, and the counter-culture of the late 1960s. Although underground comix remained a fringe genre for a long time, the freedom they offered to various writers and artists would bring considerable new blood into the industry and change the approach many took to creating comics.

THE START OF THE '70S

By the start of the '70s, the comic book business was in decline again. Jack Kirby left his long-time association with Marvel Comics and went over to DC, where he created an entire milieu known as "The Fourth World", based around three titles: *New Gods*, *The Forever People*, and *Mr. Miracle*. Among the characters Kirby created for the titles was Darkseid, the godlike ruler of the planet Apokolips, who later became a DC staple villain.

Marvel Comics was having considerable success with sword & sorcery comic books like *Conan the Barbarian*, *Kull the Conqueror*, and *Savage Tales*, which spawned numerous imitators.

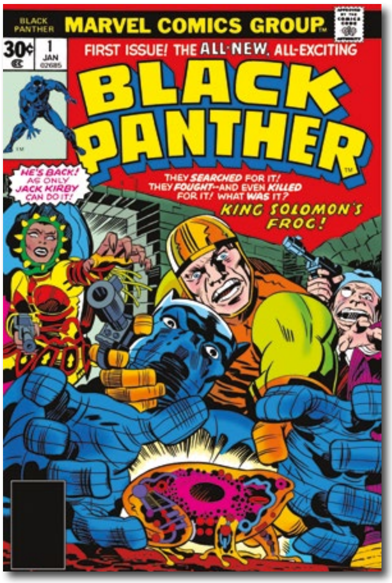
Both DC and Marvel Comics began touching upon more serious issues as well. Best known among these stories is the work of Denny O'Neil and artist Neil Adams on *Green Lantern*. It featured various stories targeting issues like pollution, overpopulation, racial prejudice, and drug abuse, including a story where Green Arrow's kid sidekick, Speedy, was revealed to be a heroin addict (*Green Lantern #85-86*). Although critically acclaimed, the stories didn't improve the book's flagging sales.

Stories such as these did cause the Comics Code Authority to review its standards so that comic book companies could present things like anti-drug messages. The Code also relaxed the restrictions on the presentation of horror in comics, an opportunity the publishers quickly seized.

RETURN OF THE MONSTER COMICS

Horror comics made a return in the early 1970s with the changes to the Comics Code. One of Marvel's most popular horror titles was *Tomb of Dracula*, which ran for seven years. It was accompanied by such titles as *Werewolf by Night* in *Marvel Spotlight*, *Chamber of Chills*, and *Supernatural Thrillers*. Vampires, werewolves, zombies, and mummies spilled from the pages of many Marvel comics.

DC's only real foray into horror comics at the time was the acclaimed *Swamp Thing* by Len Wein and Bernie Wrightson, although DC did later add horror titles like *House of Mystery and House of Secrets*. These titles would later influence some of DC's most popular books.


BLACK PANTHER
MARVEL COMICS GROUP
30¢
1 JAN
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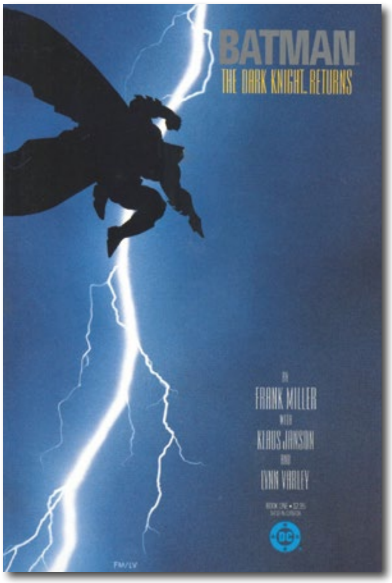
FIRST ISSUE! THE ALL-NEW, ALL-EXCITING
BLACK PANTHER
HE'S BACK! AS ONLY JACK KIRBY CAN DO IT!
THEY SEARCHED FOR IT! THEY FOUGHT—AND EVEN KILLED FOR IT! WHAT WAS IT?
KING SOLOMON'S FROG!

COMICS GROW UP

By the mid-to-late 1970s, comic books were adopting a more mature attitude and tackling some of the social issues of the time. Feminist superheroines like Ms. Marvel and Spider-Woman made their appearances (*Ms. Marvel* carried the subtitle "This Female Fights Back!"). Black superheroes were also featured, with titles like Marvel's *Black Panther* and *Hero for Hire*, and DC's *Black Lightning*.

Outside the major publishers, things were getting even more grown-up. *Heavy Metal* made its appearance in 1977, the first "adult" American comic magazine featuring mature artwork and stories. The same year also saw the publication of *Cerebus the Aardvark*, the first truly independently published and distributed comic book. Its success inspired numerous other independent and small-press publishers over the years.



THE NEW HEROES

In the early '70s, Marvel allowed their *Uncanny X-Men* title to lapse into reprints of stories from the '60s. Then in 1975, they decided to revive the book with an entirely new team of X-Men. Created by Len Wein and Dave Cockrum and featuring characters from different nations, the New X-Men premiered in *Giant Size X-Men #1* and were an almost immediate hit. Writer Chris Claremont quickly took over the book and, with artists Cockrum and John Byrne, made *Uncanny X-Men* Marvel's most popular title, and one of the world's best-selling comic books.

Uncanny X-Men featured many of Marvel's signature elements, including a team that didn't always get along and faced real-world problems in their personal lives. The characters also had a measure of mortality. X-Man Thunderbird died in his second appearance in the book, while fan-favourite Wolverine was willing to use deadly force in some situations. The "Dark Phoenix" storyline, where X-Man Jean Grey loses control of her cosmic powers and chooses suicide in order to protect the universe, is considered by many to be a classic and the book's high-water mark.

DC quickly took notice of the success of *Uncanny X-Men* and responded by reviving their '60s teen heroes, the Teen Titans. *New Teen Titans* by Marv Wolfman and George Perez featured many of the same elements that made *Uncanny X-Men* so popular: younger heroes with soap-opera personal lives often tackling serious issues (such as drug abuse and teenage runaways). The book was a hit, although it still didn't allow DC to catch up to Marvel, which was starting to outstrip them in sales. Creators at DC felt that something needed to be done to bring in new readers, and they came up with a daring plan.

NEW UNIVERSES

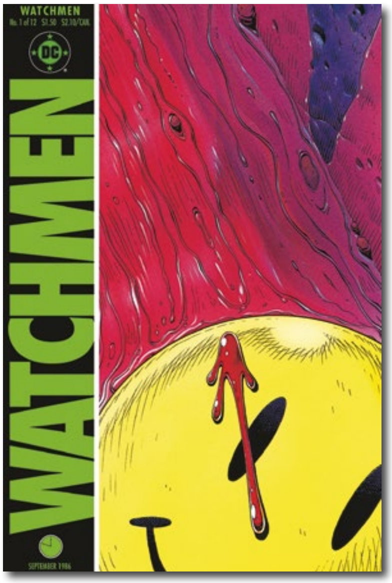
In 1985, DC Comics published *Crisis on Infinite Earths*, a 12-issue series intended to reorganise and simplify the DC universe and make it accessible to newer, younger readers. DC abolished the various parallel Earths that sprang up (starting with Earth-2 in the 1960s) and integrated various characters they had acquired from defunct companies like Fawcett (Captain Marvel) and Charlton (the Blue Beetle, Captain Atom, and others). They also killed off several characters, including Supergirl and the Flash.

While DC was cutting back on its real estate, Marvel was looking to expand. The following year, Marvel celebrated its 25th anniversary by launching its New Universe line, intended to be the creation of a second superhero universe, with events happening in "real time" (that is, passing at the same rate as time in the real world). Unfortunately, none of the New Universe titles particularly caught on, and the line was phased out.

DC relaunched their flagship characters with new series, including John Byrne's *Man of Steel*, which redefined Superman's origin and history, and Frank Miller's *Batman: The Dark Knight Returns*. Miller's work would be one of two titles that would substantially impact the industry.

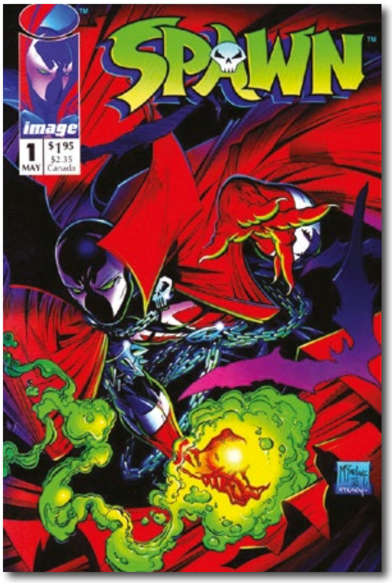
WHO WATCHES THE WATCHMEN?

In 1986, DC released Frank Miller's *Batman: The Dark Knight Returns*, a significant revisionist treatment of Batman, which turned him away from the 1960s camp and into a complex and mature character. Batman emerges from retirement, now an embittered and cynical man driven by inner demons, to confront the Joker one last time. Frank Miller described the new Batman as "a moral force, a judge, plainly bigger and greater than normal men, and perfectly willing to pass judgement and make things right." [Frank Miller, in *The Comics Journal*, No. 10, August 1985] While not every fan was comfortable with this dark and violent story, it received critical acclaim both within and without the comic industry as a groundbreaking method for storytelling.



The second significant comic book event of the time was the release of *Watchmen* (1986) by Alan Moore and Dave Gibbons – a dark, tightly written mystery set in a world where superheroes were anything but role models and paragons of virtue. The book was a major success and helped set the tone for comics to come in the following decade. Like Miller's work, it explored superheroes through new angles, illustrating how much potential the genre contained for storytelling. Both books also pushed forward the medium of "graphic novels". While they were far from the first such works (Will Eisner's *A Contract With God* appeared in 1978, and other examples stretch back much farther), they popularised this "new wave" of literature. Graphic novels appeared in high-end bookstores, public libraries, and were reviewed in the mainstream press.

"Dark" and "realistic" stories and titles became increasingly popular as the collectors' market and comic book speciality stores continued to account for more and more sales. Both DC and Marvel published titles catering to the collectors' market, with variant covers and special editions. The desire for grim stories, and the companies' desire for repeat success, put titles like *Wolverine* and *The Punisher* in the Top Ten lists. In response to a phone-in poll from fans, DC decided to kill off Batman's partner Robin (the second to carry that name, the first Robin having taken on the costumed identity of Nightwing in *New Teen Titans*).



Marvel set new sales records in the early '90s with the release of titles such as: *Spider-Man* (1990), the first #1 issue for the web-slinger in over twenty years (it broke all records, selling over 3 million copies); *X-Force* (1991), which broke an even higher sales record, estimated at 3.5 million (and packaged with five different trading cards); and *X-Men* (1991), with five variant covers that sold an estimated 7.5 million copies. All of these marketing gimmicks – variant covers, metallic ink, gatefolds, die cuts, embossed titles, holograms, poly-bags, trading cards, etc. – inflated sales tremendously. DC responded with their biggest marketing scheme ever: they decided to kill Superman. The "Death of Superman" issue (1993) was the single most publicised event in comic book history, appearing on the national news in the United States. The comic sold out of its initial print run of 2.5 million copies almost immediately and was reprinted three times. Comic readers were not particularly shocked when DC brought the Man of Steel back to life a year later, although many collectors ended up disappointed.

COMICS' NEW IMAGE

Much of the success of the Marvel titles in the late '80s and early '90s came from big-name artists like Rob Liefield, Todd McFarlane, and Jim Lee. This inspired them to leave Marvel Comics and form their own company, Image Comics, which offered full ownership rights (a long and hotly debated topic) and more royalties to creators. Image burst onto the scene with titles like *Spawn*, *WildCATS*, and *Youngblood*, which were instant hits. Liefield's *Youngblood #1* (1992) was packed with trading cards and broke the record for the best-selling independent comic; McFarlane's *Spawn #1* (1992) broke the new record, and Lee's *WildCATS #1* did the same again. The titles had a hip, younger feel that appealed to many readers, while also offering the violence and "special effects" of an action film. Image lured a number of well-known artists away from DC and Marvel and quickly became a force to be reckoned with in the industry.

Not everyone was taken with these new motifs, however. Darcy Sullivan wrote: "At stake is the continued status of superheroes as bona fide American myth – they risk their essence by mythologising the Reagan era's precepts … If publishers keep pandering to … bloodlust, superheroes will lose the glamour and the glory readers associate with the red, white and blue … and retain only the guilty thrill induced by the grisly, gory red." [Dary Sullivan, "The Politics of Superheroes", *The Comics Journal*, No. 142, June 1991]

DC GETS VERTIGO

With its traditional superhero titles not doing as well, DC turned to its success with more adult books like *Watchmen*. British writer Neil Gaiman created a title called *Sandman* (which debuted in 1989) that proved to be a major success for the company, so DC created a new imprint, called Vertigo in 1993, to publish "mature readers" titles. Some of the company's most critically acclaimed work came out of the Vertigo imprint, including *Doom Patrol*, *Hellblazer*, *Preacher*, and *The Invisibles*, among others. *Sandman* went on to win numerous awards, including: the Eisner Award for Best Writer four times in a row; the Harvey Award for Best Writer two years in a row; and *Sandman 19*, "A Midsummer Night's Dream", won the 1991 World Fantasy Award for Best Short Story, the first monthly comic ever to win a literary award. It has been reprinted in numerous graphic novel collections. Among other things, Vertigo proved that comic books created and marketed toward an adult audience could be successful.

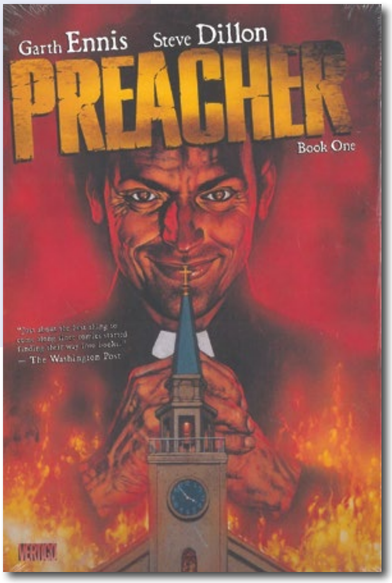
DC also experimented with a new line called Millennium, aimed at titles with greater ethnic and cultural diversity. Books like *Icon*, *Static*, and *Shadow Cabinet* did only moderately well, and the line was eventually cancelled.

SANDMAN
Master of Dreams
Gaiman · Kieth · Dringenberg

CASSANDRA

In 1993, Neil Gaiman gave a speech at the Diamond Comic Distributors 10th Annual Retailers Seminar. Comic sales had never been so high, but were a year away from a staggering crash. In his speech, he claimed, "I'm not here to play Cassandra. I do not have the figure and I do not have the legs." He compared the speculation craze that was gripping the comic industry to a 17th century Tulip craze in Holland, which destroyed the economy of Holland. Gaiman said ["Good Comics and why you should sell them", published in Gods & Tulips, August 1999, Comic Book Legal Defense Fund]:

> *Personally, I think any comic shop that sells multiple copies of the same comic to any child under, say, sixteen, because that child has somehow been given the impression that he or she has been handed a license to print money, should, if nothing else, get the child to read a form explaining that comic values can go down as well as up and require it to be signed by a parent or guardian.*
>
> *I think any organization or store that pushes comics as investment items is at best short-sighted and foolish, and, at worst, immoral and dumb. You can sell lots of the same comic to the same person — especially if you tell them they're investing money for high guaranteed returns. But you're selling bubbles and tulips. One day the bubbles will burst and the tulips will rot in the warehouse.*



Although lines like Vertigo were doing well, mainstream superhero comics were running out of steam. Hugely popular books like *X-Men* were plagued with disgruntled fans, and readers began to tire of the style-over-substance approach taken by publishers. Even Image Comics began to lag in popularity. Some critics called the comic book genre "impoverished" and claimed that there were no more stories for it to tell.

COMICS LOOK BACK

The revitalization of the comic book industry came from writers and artists who combined solid storytelling abilities with a love of the medium and the dynamic characters they created. Many grew up on the comic books of the Silver Age, and hearkened back to them in a style some called "retro", combining the energy and sense of wonder of those earlier superhero adventures with innovations in art and storytelling from the past thirty years. These writers found an audience eager for their new vision, both older readers familiar with the stories and style of the Silver Age and younger readers interested in something different.

Many popular mainstream writers made their success in independent and small-press titles. Books like Kurt Busiek's *Astro City* and Grant Morrison's *The Invisibles* earned them critical acclaim. The larger publishers hired these creators to revamp and revive their major titles.

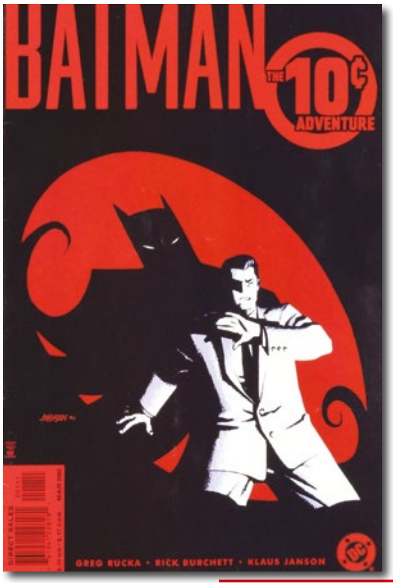
Marvel experimented with their "Heroes Reborn" line, where many of their major characters were "re-booted", their stories retold from the beginning by popular writers and artists (many of whom were associated with the success of Image Comics). The line didn't do as well as expected, so it was cancelled, and Marvel eventually launched their "Ultimate" line, which sought to do much the same thing – retell the stories of iconic characters, but updated for the modern world without the thirty-plus years of history behind them. This time it was a success: books like *Ultimate Spider-Man*, *Ultimate X-Men*, and *Ultimates* (a revision of the *Avengers*) soared to the top of the sales charts. Meanwhile, Marvel sought to revitalise interest in flagging titles like *Avengers* and *Fantastic Four* by reorganizing creative teams, and in some cases bringing in outside talent to the comic industry. J. Michael Straczynski (of *Babylon 5* fame) brought new and old fans to look at *Amazing Spider-Man* for the first time in years, while Bruce Jones, an almost complete unknown in the field, was been brought on-board to make *Incredible Hulk* as exciting as possible.

DC did much the same, with writer Grant Morrison restoring the Justice League to the top with a new book simply titled *JLA*. Following its success, DC also revived the Justice Society of America (comics' first superhero team) in *JSA*, which soon rivalled its sister title in popularity. They also brought Kevin Smith (of *Clerks* and *Chasing Amy* fame) to rework *Green Arrow*; Smith's touch took the comic to the top of the charts. Many Silver Age elements and characters returned to their titles, to the joy of many fans.

NEW TECHNIQUES

Fresh talent was but one of the ways the big two companies have tried to reinvigorate the industry. In the fall of 2001, Marvel abandoned the Comics Code Authority, choosing to replace the "outdated" rules with its own guidelines and rating system. Marvel introduced three major categories – all-ages titles, parental advisory, and mature comics – under its MAX imprint. They also created the Marvel Mangaverse, initially suggested by Ben Dunn of Antarctic Press, an alternate-universe series drawn in Japanese manga-style, where Spider-Man was a ninja, the Hulk was a Godzilla-like monster, and the Punisher was a sexy school principal.

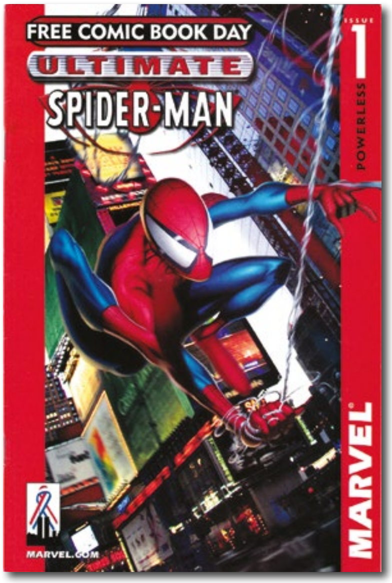
Meanwhile, Stan Lee did a series called *Just Imagine Stan Lee ...* for DC, wherein he retold the origins of DC's major characters from his unique angle. DC also introduced "The Ten-Cent Adventure", a full 32-page issue of Batman for only a dime. It was designed as a jumping-on point for new readers, and was even ordered by some newspapers that included it as a bonus in their papers. More than 670,000 copies were ordered. Marvel followed suit by releasing a nine-cent *Fantastic Four* comic in August 2002, which Marvel COO Bill Jemas admitted was DC's idea first.


BATMAN
THE 10¢ ADVENTURE
GREG RUCKA • RICK BURCHETT • KLAUS JANSON

Marvel, DC, Image, and Dark Horse all worked together to promote Free Comic Book Day on May 4, 2002, the day after the long-awaited *Spider-Man* movie finally debuted. The idea was originally proposed by retailer Joe Field of Flying Colors Comics and was heavily supported by all four publishers and by Diamond Comic Distributors. More than 2,000 stores participated in over 29 countries to give away 2 million free issues (1.46 million were provided by the top four companies). A number of smaller presses also contributed, including Oni Press, Cyberosia Publishing, TokyoPop, Antarctic Press, Keenspot, Chaos!, El Capitan, and Sirius.

THE CURRENT AGE

The current age of comic books is one of, if not the most, transformative era for them. This age has transformed 'nerd culture' or 'geek culture' into what can be considered 'the norm'. Whether this can be considered a negative or a positive, it is undeniable that in the past two decades, from 2000 to 2020, 'geek culture' has changed from a niche of the population to almost the majority of the population. You'd be hard-pressed to find anyone who doesn't know of the two giants, Marvel and DC.



Many chalk this up to the amazing comic-to-screen adaptations, but there are many more factors to it than simply that, though the adaptations certainly helped. The first big change was caused by the immense rise of technology and the foremost leaders of this massive innovation, Steve Jobs and Bill Gates, were seen as quite the nerds themselves. Other big changes that would spark a whole new beginning for pop-culture and mainstream media would be the massive successes of The Lord of the Rings Trilogy by J.R.R. Tolkien and the Star Wars Universe, which brought a whole new light to fantasy and sci-fi on the big screen.

While these didn't immediately change the perception that people had of geeks and comic books, it was obvious that things were starting to change. If you don't believe this, just take a look at Comic-Con: a convention that people all around the globe visit annually that consistently rakes in tens of million in revenue. The current age of comic books is one where mainstream media hasn't only accepted geek culture but instead, is now a part of it.

COMIC BOOKS TO THE BIG SCREEN

The arguably biggest shift in the current age is thanks to the amazing comic-to-screen adaptations that caused people all around the world to fall in love with comic books. In the current year, the two giants in the industry, Marvel and DC Comic, seem to be creating large-production films to be loved, hated, and everything in between. But the first step to where we are now wasn't made by either of these two companies; rather, Sony blazed the path forward.

Sony bought the rights to make two of Marvel's properties into films. At the time, one was the somewhat diminished X-Men, and the other is arguably the face of Marvel, Spider-Man. In mid-2000, Sony created the X-Men movie starring Hugh Jackman as the protagonist, Wolverine. X-Men was a film about people with special powers called "mutants" and the two contrasting ideologies among mutants in regard to themselves and the human race. The film did very well and spawned numerous follow-up movies and solo films. Sony also created the Spider-Man (2002) trilogy, which surpassed the X-Men movie. Yet neither of these changed the public's attitude towards comic books, and they weren't trying to.

DC sought to create its own movies starring the Caped Crusader, Batman, in 2005 to 2012 with the Dark Knight trilogy. The series garnered a massive audience and did outstandingly well thanks to amazing performances by Christian Bale's Batman and Heath Ledger's Joker. At a similar time, Marvel sought to create a cinematic universe and in 2008 came out with the success of Iron Man, a relatively unknown character to the general public. Marvel continued its success by producing movies regularly, starring many of Marvel's characters and in 2012 released The Avengers to the big screen. Many people thought that a movie with multiple lead characters and no direct protagonist would end in failure. Marvel proved them wrong, and The Avengers was a massive success. Marvel continued producing big blockbuster movies and new team-ups like the Guardians of the Galaxy. Even though DC's Dark Knight Trilogy was a huge win, it seemed Marvel was now holding the reigns in terms of comic book movies and adaptations. DC did not give up though and has since tried to create their own cinematic universe, starting in 2013 with the Man of Steel (featuring Superman, naturally). Man of Steel did moderately well but did not garner the high audience reviews of Marvel's movies. DC's next biggest film tried to reach even higher by featuring the two arguably biggest characters in comic book history, Batman and Superman. In 2016, DC released Batman V Superman: Dawn of Justice. Unfortunately, his film did not do well at all, garnering a 28% critic score and a 62% audience score on Rotten Tomatoes. Marvel seemed unbeatable.

Marvel created the second-highest grossing movie in North America, Avengers: Endgame, generating USD $853 million. To make matters worse, DC's Justice League release was seen as a big failure in the franchise as well. Then in 2016, Marvel Studios and Sony Pictures made a deal to give Spider-Man back to the Marvel Cinematic Universe (MCU). Sony was also not falling too far behind, restarting their X-Men series and creating a movie starring a fan-favourite character, Deadpool. There was still hope for DC, however. They released the Wonder Woman film, the first female-led superhero movie. Wonder Woman had great success with a 93% critic score and 87% audience score on Rotten Tomatoes. Not to be outdone, Marvel released their female-led superhero film, Captain Marvel. Captain Marvel was similarly praised by both critics and fans. DC also saw success in their film Shazam and in their controversial 2019 film, Joker. This new film was unlike other films DC and Marvel released and tackled sensitive and controversial issues, such as mental illness. Although audience scores and reviews of Joker were favourable, it was not a big financial success for DC. Interestingly, the Joker film is not part of DC's cinematic universe.

Even with such massive success in comic book movies, some of the public and major figures condemn their production. Martin Scorsese, a highly renowned film director and screenwriter, described these movies as "not cinema", and the Oscars and Golden Globes rarely give non-technical award nods to superhero movies outside notable exceptions.

COMIC BOOKS TO THE SMALL SCREEN

On the television landscape, a similar but different situation occurred. DC started to create a separate universe for the small screen called Arrowverse. The first show in the universe, Arrow, featured the Green Arrow, a hooded vigilante skilled in archery with the aim to rid his city of those who betrayed his father. DC seemed to excel on the small screen, spawning multiple spin-off shows like The Flash, Supergirl, Black Lightning, and others. Marvel has also created its own smaller universe on the small screen with shows like Agents of S.H.I.E.L.D., Daredevil, Punisher, and Jessica Jones. These all had well-developed characters with intricate and sometimes interwoven stories.

Unlike DC, Marvel at first wanted to keep both their universes the same, but as time went on and more series and movies were being created, this changed to seemingly two separate universes that co-exist. This caused problems such as big events in the cinematic universe not having a lot of impact in the small screen universe. Although DC's Arrowverse and Marvel's universe had great starts and keep adding more series to their rosters, most series consistently lose viewership over time that inevitably leads to cancellation. With the recent launch of streaming service Disney+, Marvel has successfully transitioned several of their movie-screen characters like Loki, Hawkeye, Scarlet Witch, Vision, and Falcon to limited television series; the animated What If…? anthology series introduced new takes on many more. DC has pursued a similar route with the 2020 launch of HBO Max, airing existing shows as well as new ones beginning with Peacemaker. Other streaming services such as Amazon Prime and Netflix have also produced numerous independent superhero comic series to enjoy at home – including Invincible, The Boys, Jupiter's Legacy, and more – although their quality and success varies widely.

COVID-19 PANDEMIC

Comic books have gone through some tough times, including World War II and an industry crash during the 1990s. Even during these two crises, though, comic books didn't suffer all too much. Due to the COVID-19 pandemic's lockdowns and stay-at-home orders, though, monthly comics were temporarily ground to a halt as production was suspended. Diamond Comics Distributors, once a titan that held a practical monopoly in the comic industry, lost the exclusive distribution rights to both Marvel and DC Comics titles in 2020 in a massive industry shake-up. On-line mail orders supplanted in-store shopping across many sectors during the pandemic, and comic book stores were not excluded from this migration. With COVID-19 vaccine adoption struggling to keep up with virus variants and economic/healthcare impacts, the long-term pandemic ramifications on the production of comics and cinematic presentations remain to be seen.

TOMORROW AND TOMORROW

Although still dominated by DC and Marvel Comics, the industry continues to see new publishers and independent projects, particularly creator-owned imprints and projects. Although sales have shifted almost entirely away from newsstands to comic book speciality stores, graphic novels and other secondary-market comic books are found in major bookstores (both in-store and on-line) and have even hit best-seller lists.

Through wars and recessions, changing social trends and generations, pandemics and hopeful recoveries, comic books have provided fun and entertainment for millions of people. They make up a unique mythology of the current era – stories of heroes and villains and the struggle and triumph of good over evil. Comic characters are icons of modern culture and, although the medium will no doubt continue to diversify and evolve beyond 2022, everything suggests that comic book supers are here to stay.

BEYOND THE SILVER AGE

Power tends to corrupt, and absolute power corrupts absolutely.

The implications of the first part of Lord Acton's 1887 assertion are important. Power can corrupt, yes, but it does not have to. Indeed, that sums up the dream of the superhero: powerful people who refuse to let power corrupt them. They are heroes who choose generosity, adventure, and wonder over greed, pride, and myopia.

At the same time, heroes are still people. They struggle with fears, setbacks, and worst of all, their own mistakes. The people they oppose are often described as "villains", but most of them are people with dreams, goals, and ideals of their own. In addition, our default canonical setting of Sentinel-Earth (see Book Two, page 143) now places a greater focus on those described as "neutrals" – adventurers who fight for their own visions, but for one reason or another do not fit the ideals of heroism or villainy.

The original Silver Age Sentinels RPG embraced social complexity but still imagined a bright line between heroes and villains. To a lesser extent, this remains true in Absolute Power as well, but we seek to recognise how important it is to acknowledge terrible circumstances and the effect of privilege. More of the game's villains are sympathetic, courageous, or both – or even idealistic in some cases. Many of our heroes shoulder terrible burdens and face dangerous temptations. Some have even switched sides, while others have settled into the middle, uniting as neutrals with a purpose of their own.

None of this tonal reset is intended to discourage groups from playing true heroes, of course – quite the contrary. One of the most important ideals that Absolute Power posits is that far from seeking perfection, being a hero means accepting one's limitations. No one is perfect, and that is okay. Recognising our own flaws can remind us to show compassion and sympathy for the failings of others. That is how we reach out to people on the other side, coming together to forgive one another and create the compromises that make progress possible.

Naturally, some enemies will refuse to listen. Denial of the validity, experiences, and even humanity of their foes are hallmarks of the worst villains. Combat and spectacle are central to the superhero genre, and we would not expect gaming groups to neglect those aspects of it. In the end, however, being a superhero is about more than Sentinel putting his fist in Kreuzritter's face – no matter how satisfying punching a former Nazi might be. Some villains will never change, and at times they will even win, but that is no reason to give up. Progress is not a straight line. In spite of how grave times may seem, humanity has come so far since caves and spears and fire. If we are going through a grim age, then we have to keep going to get through it together.

The ideals put forth in Silver Age Sentinels are still exactly that – ideals. *To strive, to seek, to find, and not to yield.* Not yielding in the age of Absolute Power sometimes seems an unbearable weight.

THE MANTLE OF HEROISM

Even the four-colour palette of comics isn't an excuse to ignore life's rainbow of greys; rather, it deliberately focuses on what makes folks better without belittling the soul or trivialising the human spirit. Heroism isn't a matter of cosmic abilities or cool costumes; heroism is the strength of character and the power of compassion. Heroism exists in that solitary atom, that final 1% of someone's tattered strength. When they surrender ego for the well-being of others, regardless of the cost, and become a beacon.

HUMILITY

Not all champions are humble, and not all of them share the same kind of humility. While some of Earth's defenders can be glory hounds, the noblest heroes are often those who simply "do their job". Their humility lies not in recognising their own abilities, for understanding one's limits and potential is what makes good champions great. Their humility is in their own accomplishments. They saved the children from the burning building because it was the right thing to do. They fought an impossible battle because someone had to stop the villain. It's never about personal triumph or vainglory; it's about taking responsibility.

DOING WHAT'S HARDEST

The world needs heroes. The Silver Age created heroes with strong virtues who existed in a society that shared their beliefs. Absolute Power heroes have it much harder because they must maintain their strong virtues in a world that may not share their optimism or courage. The public expects today's heroes to fall to the same failings dragging them down. Society has forgotten how to idolise somebody without looking for that weakness in their armour. In fact, they secretly hope for it, because it's far easier to promote one's failings in others than improve one's self.

STILL, HOPE SURVIVES

Hope is that ephemeral quality that appears in the strangest places. It manifests where nothing else germinates and grows. In fact, the darker the circumstances, the more it shines like a burning beacon, propelling the individual upward or forward like some great juggernaut.

Heroes are avatars of hope. More than embodying its qualities, they live it in their daily lives, and they guide others by its light. Or at least, they try. Hope is their eternal fuel, their infinite catalyst driving them with each heartbeat. Without hope, the hero cannot envision a better tomorrow or a reason for their actions. Without hope, one cannot believe in the best of people or find a reason to save them. Without hope, no one will be left to follow in their footsteps, or continue to bear the torch.

There must be hope, for it is the spiritual fuel of humanity and of the universe. It wasn't just left in the past two decades ago in the time of the Silver Age Sentinels.

It's time to be the new heroes.

SUPERHERO GAMING

Reading a comic book or graphic novel or watching a superhero movie doesn't quite provide the immersive experience that some people crave. These inspired individuals don't just want to passively watch masked adventurers – they want to live it and experience it and be consumed by it. Even playing superhero-themed video games doesn't provide the creative outlet whereby players can live the adventures of their favourite super characters. A superhero role-playing game – just like the one you're reading – fills this dramatic need perfectly.

WHAT IS A ROLE-PLAYING GAME?

For many people, a role-playing game (RPG) is the logical evolution of the games we used to play as children, such as "House" and "Cops and Robbers". A rule system assists in settling conflicts and resolving actions, often with the use of a random generator (dice, cards, etc.) to add an unpredictable element to the game. A game typically involves a handful of players (2-10) and one person to act as the game master (GM) or referee. The players tell the GM what their superhero alter-egos would like to do, and the GM describes the results of their actions. The GM is also responsible for creating the plot and the setting for the game adventures and works closely with the players to keep the game interesting and fun for all.

In Absolute Power, players assume the roles of heroic or superheroic characters (or possibly villains instead) suitable to the time period and setting of the adventures the GM is staging – which could be the canonical modern-day setting we present in detail in Book Two. The game system helps players assign some strengths and weaknesses to their characters using numbers to indicate relative ability. The remaining elements of a character's background, family, knowledge, hobbies, and interests are not covered by the rules and are described by each player according to their choice of character personality.

As a player, you control your character's actions in the game. They can be likened to one of the major characters in a superhero comic or movie, working through the unexpected twists and turns of the plot with the help of other major characters (i.e. personalities controlled by the other players). Your character's actions can greatly affect the outcome of the adventure, but you must keep in mind that every action has a consequence that could be revisited upon your character in a future game session. Role-playing is a group effort, and positive interactions between your character and those of the other players are vital to everyone's enjoyment of the game.

As a GM, your contribution will be much greater than that from any one player. You must establish the genre, setting, conflicts, and plot of the adventure as well as all the non-player characters (NPCs) your group of players will meet during the game. Additionally, you must be able to project your imagination to the players by describing in vivid detail the world in which they live. Then, after all that, your game plot must remain sufficiently flexible to allow the characters' actions to make a definite impact on the adventure. A plot that is too rigid may leave players feeling their characters have lost the free will to affect their own destiny. Should you assume the role of GM, you must possess creativity, good judgement, and the ability to improvise in unexpected situations. It takes extra time and effort, but the reward of a well-played adventure is certainly worth it.

Each role-playing adventure or episode will require one or two game sessions, each several hours in length. A number of episodes using the same characters can be linked together to form a superhero campaign. Campaigns require more commitment from everyone involved but watching the characters grow as the greater plot unfolds makes the extra effort worthwhile. The most engaging campaigns can last years or even decades, but keeping a campaign running for several months to a few years is a significant accomplishment given the busy schedules we find ourselves living.

For additional details about playing in and running Absolute Power adventures, see Book One page 291 and Book Two page 5.

WHAT DO YOU WANT IN AN RPG?

If you ask 10 gamers what is the most important aspect of a role-playing adventure, you'll likely hear 10 different answers. Diversity in role-playing is one of the hobby's strengths, though establishing a common ground for your game's focus is essential to help meet everyone's expectations.

ABSOLUTE POWER ROLE-PLAYING

Absolute Power is ideal for creating a wide range of superheroic adventures, accommodating nearly any setting, time period, and player power level; using the official Sentinel-Earth setting is optional. The rules are straightforward to use and thus do not include an overwhelming amount of specific detail. In particular, the task resolution and combat system is designed to capture the fast-moving nature of comic book action. This system's elegance is one of the central foundations of Absolute Power, making it an ideal choice for both novice and experienced players. Nevertheless, the role-playing interactions between the GM and the players, as well as between the players themselves, are the primary focus of Absolute Power; the core mechanisms of the game are merely a tool to accomplish this goal.

RP VS. G

People play role-playing games for many reasons, and different game systems cater to some preferences more than others. RPGs that have detailed and intricate game systems typically attract players who are engaged with the system mechanics and focus more on the "game" parts of an RPG. Conversely, games that have more flexible and narrative game systems typically attract players that engage with the story plots and focus more on the "role-playing" parts of an RPG.

Absolute Power falls in between on this spectrum, leaning more towards emphasising the stories and characters as opposed to the game system. Although the underlying Tri-Stat System game engine is streamlined and easy-to-use, it's quite a comprehensive and robust system designed to handle nearly anything you throw at it. The process of creating characters in Absolute Power can be quite an involved process given the volume of options available, but once the adventure begins, the game mechanics fade into the background and allow the role-playing to command the stage. Since Absolute Power and Dyskami Publishing's multi-genre anime RPG, BESM Fourth Edition, use the same game mechanic framework, the two games are fully compatible and easy to integrate if desired.

Since its inception, the Tri-Stat System was always presented with one simple unwritten rule in mind: when the game system conflicts with the story (and, by extension, the characters), the story always wins.

WHAT'S NEW IN ABSOLUTE POWER?

Absolute Power reflects an elegant evolution of the Tri-Stat System that began in 2020 with the resurrection of the BESM RPG in its Fourth Edition. We have made numerous game improvements since 2002's Silver Age Sentinels (SAS) – the Tri-Stat superhero RPG that is the first edition prequel to Absolute Power. Rebalancing the system's mechanics and refining the game's presentation were necessary to provide an ideal framework for both Tri-Stat System newcomers and seasoned players alike.

To accommodate the expanded material, Absolute Power has been split into two separate rule books – Core Book One: System and Core Book Two: Essentials – rather than presenting all game material in a single volume as was done for SAS. The list below outlines major improvements and differences between Absolute Power and Silver Age Sentinels.

- Switching to a more-intuitive roll-high game system instead of the roll-low from SAS
- Rebalancing Points for all Stat, Attribute, and Defect costs
- Expanding Attribute and Defect options
- Renaming select Attributes and Defects to make them more inclusive and intuitive
- Removing the individual and separate Skill System in favour of the more dynamic and streamlined Skill Groups Attribute
- Including Power, Origins, and Size Templates to assist players during character creation
- Incorporating most Attribute customisation into a standard system of Enhancements and Limiters that elegantly changes an Attribute's effective Level, rather than tacking on the separate layer of Power Modifier Values (PMVs) from SAS
- Including Attribute Level descriptions when beneficial for clarity, instead of relying on Progression charts in SAS
- Adding a Social Fault Defect to address social disadvantages for characters, which were relegated in SAS to role-playing opportunities only
- Implementing fixed attack damage as the default choice, rather than SAS's random damage; additional damage options are presented in an expanded rules chapter
- Streamlining the flow of combat by focusing more on core actions, with a wide range of optional and expanded rules presented in a separate chapter
- Unifying dice roll difficulty modifiers into a new concept of "edges and obstacles", which instead adds extra dice to the standard two six-sided dice roll and requires the player to only use the two highest (edge) or lowest (obstacle) dice to determine the final roll value
- Eliminating the distinction between regular defences and block defences in favour of a single defence
- Expanding on NPC Companions and Minions by including a separate chapter with supporting game stats
- Presenting an expansive array of gear, vehicles, and Items to equip characters
- Delving into extensive detail for the canonical setting with expanded sections on hero and villain profiles, organisations, alternate dimensions, and universal cosmology
- Setting the Absolute Power campaign start date exactly two decades after the campaign events of Silver Age Sentinels: January 1st, 2021, rather than the same day in 2001.
- Dramatically increasing the page and word count: SAS was a single core rule book with 336 pages. Absolute Power is presented over two rule books with 336 pages in each volume.

Enabling all of these dramatic changes means that Absolute Power is not directly compatible with Silver Age Sentinels. Your existing SAS characters and equipment will certainly convert to this Absolute Power with some effort, but they will need to be reworked and balanced to reflect the system refinements.

MEET RAIN KILLER

"I'm not one to complain about fighting Nazis," Seawolf said, crushing the mechanical arm of a Kybermacht soldier, "but you still haven't explained why you asked me to join you."

Rain Killer fired three-round bursts into the heads of two Organisation Wotan guards. "The base is underwater, Seawolf," she noted. "I did want to talk, though."

Seawolf chuckled, smashing through a squad of robots. "Rita would no doubt complain that we would be better off going to a coffee shop or the like," he replied, "but I suspect I understand your motives. We have the weakest bond in Red Anodyne, yes?"

"Exactly," Rain Killer agreed, pausing when she realised they had run out of Nazis for the moment. She rarely concerned herself with aesthetics, but even Gillian could not help feeling a mix of amusement and revulsion at how extravagant the lunatics were in using old Nazi iconography. It's like something out of a video game, Rain Killer thought. "To be honest, I debated hunting you back in the day."

Seawolf's ever-present smile vanished. "I see." He held out his hand for her to stop just as she did the same. The physical tripwire was almost quaint, but whatever it triggered might kill them all the same. "Odd. One of their soldiers would only have to forget that once."

Rain Killer pointed at the minuscule groove beneath it. "Came up when we arrived. This place is really old school."

With a nod, Seawolf stepped over the tripwire, checking the floor as he went. "Why didn't you?" he asked. His subdued tone caught Gillian off-guard, and she paused to check their surroundings lest Organisation Wotan surprise them with something worse.

"You only killed the one time," she explained, looking for more traps or Nazis. "Besides, it may have been treason, but they were still soldiers, and I only go after repeat offenders."

Seawolf's smile returned, a ghost of its former self. "I believe the term is 'mass murderer,'" he noted. "And surely, you have seen at least one of my interviews about the 74 I killed when I was the Navy's favourite weapon."

"You can't be serious." Four Kybermacht soldiers attacked in what Rain Killer assumed was supposed to be an ambush. The two dealt with them and kept moving. "I have seen them, and I don't believe you think they're the same."

Seawolf's laugh was hollow. "I regret killing those five men when I first tried taking the Nemo. I let grief and rage blind me. But most of the others I killed were little more than children, some of them metahumans, fighting a rapacious empire with sticks and stones."

Gillian felt a strange sorrow echo within her as they approached the command centre. "I'm hardly the world's biggest patriot, Charles, but 'rapacious empire' is your hot take on America?"

"I grew up in a shark tank, Gillian," he replied, "bright blue with gills in the 1950s. Your circumstances are different, but we share something no one should." She raised an eyebrow as they bracketed the door, backs against the wall before they breached. "Like me, America created you by poisoning your parents, then turned you into a weapon."

Gillian scowled. "That's … not unfair," she admitted. "I didn't kill anyone on the way out, but it was a near thing." She shook her head, smile wry as she tapped her armour with one finger. "And it's not like I didn't take gear with me."

With twin nods, Seawolf smashed through the door, drawing fire while Rain Killer covered him. In seconds, the room was clear. "A bit more portable than the Nemo," Seawolf noted, examining consoles.

After a quick check – there was always at least one guy with passwords on a sticky note – Rain Killer broke into their systems and sent the data to the European Union. "Does it ever scare you?" she asked. Seawolf's raised eyebrow pointed out the question's lack of clarity. "People … admiring you, idolising you, after the things you've done?"

He shrugged. "I do my best to encourage independent thought. My hope is that others take up our cause without making my mistakes. Is that a concern of yours?"

After a few seconds poking at terminals – *I'm stalling*, Gillian realised – she sighed. "I love Seawyck," she admitted, jaw tight while Charles stared in surprise. "Most of my work now is protecting people, not killing them. But … I'm still the Rain Killer. The heroes don't think I know what I am, but I do. God forgive me." She leaned on the panel, eyes tight. "Now kids run up to me, instead of away." She stood, throwing up her hands. "What the hell do I do with that?"

Seawolf put a hand on her shoulder. "Use it," he said. "If they listen to you, talk to them. Convince them to be better."

Rain Killer snorted, not quite a laugh. "'Do as I say, not as I do?' Not a great look, Charles."

"What choice do we have?" Charles held his forehead. "It's not easy. I don't think it's supposed to be."

After a moment, Gillian nodded. "Yeah." She clapped him on the arm. "Come on. Job's done." She managed a wan smile. "Let's get that coffee."

CONCISE GLOSSARY

Attribute: Specialised aspects of your character that represent superpowers, innate talents, learned skills, species traits, magical or psychic abilities, technological enhancements, and more.

Character Points: A numerical measure of the relative capability of characters. Those with higher Character Point totals are typically more powerful or competent than those with lower Point totals. Players construct the various aspects of their characters – Stats, Attributes, Defects, etc. – using the Character Points assigned by the Game Master during character creation.

Defect: Disadvantages or drawbacks through which your character must suffer in order to overcome the hardships of day-to-day life. They can be considered "negative Attributes" that return Character Points.

Derived Values: Calculated numbers that are based directly on a character's Body, Mind, and Soul Stat values, and thus do not afford any choices of Character Point distribution. These include a character's Attack Combat Value, Defence Combat Value, Health Points, and Energy Points.

Edges: A positive modifier that provides an advantage to the character when rolling dice to determine the outcome of a task. When an edge is applied to a roll, instead of the normal two six-sided dice roll, the player rolls three dice (for minor edges, representing a small advantage) or four dice (for major edges, representing a large advantage) and adds together the two highest numbers to determine the final value. An edge is the opposite of an obstacle.

Effective Level: An Attribute's functional Level after considering all added Enhancements and Limiters. An Attribute's effective Level may be the same or different than the actual Level.

Empire City: The primary big-city setting in Absolute Power that is analogous to a modern New York City.

Enhancement: A positive modifier that enhances the usage of a character's Attribute beyond its baseline description, providing an additional benefit or otherwise improving the Attribute. In exchange for this advantage, adding an Enhancement to an Attribute decreases its effective functioning Level by one Level. An Enhancement is the opposite of a Limiter.

GM: The Game Master, or GM, is the person who organises and oversees the role-playing game implementation by narrating the details of the story that are not controlled by the players.

Hedging: Players can eliminate the random elements of normal 2d6 dice rolls for their character by assuming an automatic result of 7, instead of generating the normal unpredictable value between 2 and 12 (known as "hedging").

Initiative: This determines the order in which characters will act during a particular scene (often involving combat). An Initiative roll is made by participants using two six-sided dice and adding appropriate modifiers, with characters obtaining higher generated Initiative values acting before lower ones.

Knockback: The distance that a character is pushed or thrown back by a forceful kinetic impact. Knockback distance is measured in metres.

Limiter: A negative modifier that decreases the usage of a character's Attribute below its baseline description, imposing an additional drawback or otherwise weakening the Attribute. In exchange for this disadvantage, adding a Limiter to an Attribute increases its effective functioning Level by one Level. A Limiter is the opposite of an Enhancement.

Margin of Success: The numerical difference between a dice roll and the Target Number or opposed roll value. Margin of Success is sometimes used to determine the magnitude of a dice roll's success or failure.

NPC: A non-player character whose actions in the game are usually controlled by the Game Master rather than a player. Every major, minor, and background entity that appears in a game scenario that is not one of the players' characters is an NPC.

Obstacles: A negative modifier that provides a disadvantage to the character when rolling dice to determine the outcome of a task. When an obstacle is applied to a roll, instead of the normal two six-sided dice roll, the player rolls three dice (for minor obstacles, representing a small disadvantage) or four dice (for major obstacles, representing a large disadvantage) and adds together the two lowest numbers to determine the final value. An obstacle is the opposite of an edge.

Roll: Generating a random summed value between 2 and 12 on two six-sided dice (also known as "2d6") whenever the outcome of a character task is in question.

Sentinel-Earth: The canonical default setting for Absolute Power that is equivalent to our current Earth. It is called Sentinel-Earth after Sentinel – the world's greatest superhero – to distinguish it from other Earths in parallel dimensions (Dark Empire, Silver-Earth, Kingdom-Earth, etc.).

Silver Age Sentinels (SAS): This was the first superhero RPG that used the Tri-Stat System. Absolute Power can be considered the spiritual successor to Silver Age Sentinels – its Second Edition.

Stat: Numerical assignments that reflect your character's basic capabilities, with higher Stat values indicating an advanced level of accomplishment. Stats provide the foundation upon which everything else about a character is built. Each character is created with three Stats – Body Stat, Mind Stat, and Soul Stat – which typically range in value from 1 to 24.

Target Number (TN): The goal number that is the minimum total roll value required to indicate a success. Target Numbers typically range from TN 6 (Simple) through TN 30 (Inconceivable), with TN 12 considered Average.

Template: Ready-to-use packages of character Stats, Attributes, and Defects that can optionally be assigned to characters to simplify and speed up the creation process. They are subdivided into three categories of character archetypes: Power Templates, Size Templates, and (in Book Two) Origin Templates.

Tri-Stat System: The name of the game mechanics system used in Absolute Power and the BESM Fourth Edition RPG.

CREATION EXAMPLE

To provide context for what comes next, we create an Absolute Power character below, from start to finish, as outlined in Chapters 02 through 07. As you progress through this book, you'll gain a detailed understanding of the character choices presented in this extended example.

SESSION ZERO

Tran is one of five players in a new superhero mini-campaign in which everyone is a Wardenclyffe Field Agent known as the Wardens (Book Two, page 165). During their session zero discussion, the group agrees that the game will be based in Empire City but will expand throughout the US on Wardenclyffe missions. To reflect their relative inexperience as superheroes, characters will be created from 100 Character Points (average power, page 26).

Tran develops a quick character background: Vinh is a 22-year-old from Vietnam. He was the leader of the boy band, Vo Tu Punks or VTP ("Carefree Punks"), until a car accident a year earlier. Vinh lost much of his long-term memory in the crash, but his dormant paranormal abilities were activated. His heart called him elsewhere, so he left VTP and moved to Empire City to become the street-level vigilante known as Crash Punk. His efforts were noticed by Wardenclyffe, and they recruited him to become a Warden.

TEMPLATES

Tran starts creating Crash Punk by selecting a Power Template; he settles on the First Degree Acrobat for 20 Points (page 36). The abilities like Attack and Defence Mastery, Lightning Reflexes, Jumping, Mulligan, and Adventuring Skill Group fit how Tran sees Vinh's development since moving to Empire City. Tran adds to Vinh's background an interest in mixed martial arts and gymnastics while he wasn't performing with VTP, which helps explain some of the Attributes included in the Acrobat Template.

Assigning the Warden Origin Template (page 51) makes sense as well, since the GM recommended that everyone in the group select it to reflect their contracted status. This Template provides some additional combat abilities and also gives Crash Punk access to the Warden Tech Items and gear. Being a Warden costs another 30 Points, so Tran has assigned 50 of the 100 Points with just the two Templates. 50 Points remain to be allocated.

STATS

After assigning the Acrobat and Warden Templates, Crash Punk already has a +4 bonus to his Body Stat (+3 and +1), a +3 to his Mind Stat, and +2 to his Soul Stat. Tran sees Crash as a very physical character; with training in Empire City, he would likely have become one of the most capable humans in a large region. This aligns with a Body Stat of 10, which requires a further assignment of 6 Ranks (12 Points) added to his +4 base.

Tran wants Crash's intellectual and spiritual aspects (i.e. Mind and Soul Stats) to be the same – highly capable, but not particularly noteworthy in a world of superheroes. This aligns with Stat Values of 7, which requires an additional 4 Ranks in Mind (8 Points) and 5 Ranks in Soul (10 Points).

Body 10, Mind 7, and Soul 7 thus require the allocation of 30 more Points of the 50 remaining, leaving 20 Points to assign.

ATTRIBUTES

Reading through Chapter 05, Tran identifies several Attributes that make sense for Crash Punk and would round out his crime-fighting abilities. He already has a solid fighting base and access to Wardenclyffe resources, but Tran thinks he needs a few aspects that are uniquely his.

First, Vinh is quite fluent in English, but his native tongue is Vietnamese. He has also studied Spanish extensively (he has relatives in Spain) and so Vinh needs Features at Level 1 (1 Point) for two extra languages (since Level 1 provides one or two Features).

The primary metahuman ability that manifested during Vinh's car crash is a moderately powerful force field that he can project over the nearby area to protect both himself and nearby allies or bystanders. Tran hasn't yet determined the reason, but he sees the force energy as a barrier for incorporeal spirits and beings as well. Tran settles on a Level 4 Force Field (16 Points) that functions at Level 2 (Armour Rating 20) due to the two Enhancements: Blocks Incorporeal and Area 2 (for a 3-metre radius).

Tran likes the idea of Crash Punk having a minor edge on all dice rolls relating to his Body Stat (such as Stat rolls and physical Skill rolls) and assigns Expertise at Level 3 (3 Points).

Finally, Crash Punk's experience with the underworld and urban elements of Empire City has honed his talents and intuition, which aligns with the Street Skill Group at Level 2 (4 Points).

These extra Attributes add up to a cost of 24 Character Points on top of the 80 previously allocated, for a total of 104 Character Points. Tran has overspent by 4 Points!

DEFECTS

Fortunately, Tran knows that he can balance those 4 missing Points by assigning a few more Defects to his creation.

Crash Punk already has a 1 Rank Obligated Defect (-2 Points) in his Template that reflects his contract with Wardenclyffe. To that, Tran adds a 1 Rank Physical Impairment Defect (-3 Points) to represent Vinh's amnesia from the car crash a year earlier. Since Crash Punk is still well known (and quite recognisable) as the retired leader of the Vietnamese boy band sensation, Vo Tu Punks, Tran also assigns 1 Rank of the Hounded Defect (-1 Points).

With sufficient Defects assigned to make up for the 4 overspent Points, Crash Punk is now a complete 100 Point character. There's only one final step to go.

DERIVED VALUES

Crash Punk's Stats are now set (Body 10, Mind 7, and Soul 7), so Tran calculates his character's Derived Values.

Combat Value is the average of the three Stats, which equals 8. This value is used as the base for both Attack Combat Value and Defence Combat Value. With Level 3 in both Attack Mastery and Defence Mastery, Vinh has well-balanced offensive and defensive techniques that are each modified to values of 11.

Health Points equals five times the sum of Body and Soul Stats, which calculates to 85. Vinh's Level 1 Tough Attribute adds +10 to this base, giving a final Health Point total of 95.

The Energy Point calculation is unmodified by Attributes (five times sum of Mind and Soul Stats), and equals 70. Finally, Crash Punk has a Damage Multiplier of 5; this value is the same for all unmodified Absolute Power characters.

ABSOLUTE POWER

☆ Silver Age Sentinels Second Edition | Superhero Role-Playing Game ☆

Crash Punk	Vinh
Superhero Name	Character Name
100	Tran
Total Character Points	Player Name
1st Acrobat & Warden	Wardenclyffe Agent
Power / Origin Templates	Occupation
Empire City	Male, 155 cm, 75 kg
Territory / Affiliation	Size / Height / Mass / Gender

BODY
10

DAMAGE MULTIPLIER
5

HEALTH POINTS
95

COMBAT VALUE
11 ATTACK | 11 DEFENCE

7
MIND

70
ENERGY POINTS

7
SOUL

ATTRIBUTES

LEVEL	POINTS	ATTRIBUTE
3	3	Attack Mastery (+3 ACV)
2	2	Combat Technique
		(Lightning Reflexes, Portable Armoury)
2	2	Connected (Wardenclyffe Agency)
3	3	Defence Mastery (+3 DCV)
3	3	Expertise
		(Minor Edge; Body Stat-related rolls)
1	1	Features (English, Spanish)
4 (2)	16	Force Field (Armour Rating 20)
		(Blocks Incorporeal -1, Area -1)
5	5	Gear (Various; Up to 50 pieces)
1	1	Heightened Awareness (+2 bonus)
	10	Item: Warden Tech (20 Points)
1	1	Jumping (x3 normal; 30 metres)
1	1	Mulligan (2 re-rolls/session)
1	3	Skill Group (Adventurer)
2	4	Skill Group (Street)
2	2	Special Movement
		(Balance, Cat-Like)
1	1	Tough (+10 Health Points)

DEFECTS

RANK	POINTS	DEFECT
1	-1	Hounded (VTP Fans)
1	-2	Obligated (Wardenclyffe)
1	-3	Physical Impairment
		(Amnesia from car crash 1 year ago)

GAME NOTES

Armour, Weapons, Companions, Items, Vehicles, NPCs, etc.

Warden Tech includes: Armour (AR 15), Comms & GPS, Resilient (Airborne Toxins, Intense Light, Lack of Air), Supersense (100 metres; Infrared Vision)
Weapon: L3 Coil Rifle (Range: 10 m -2; Hands +1; Haywire: Magnetism +1)

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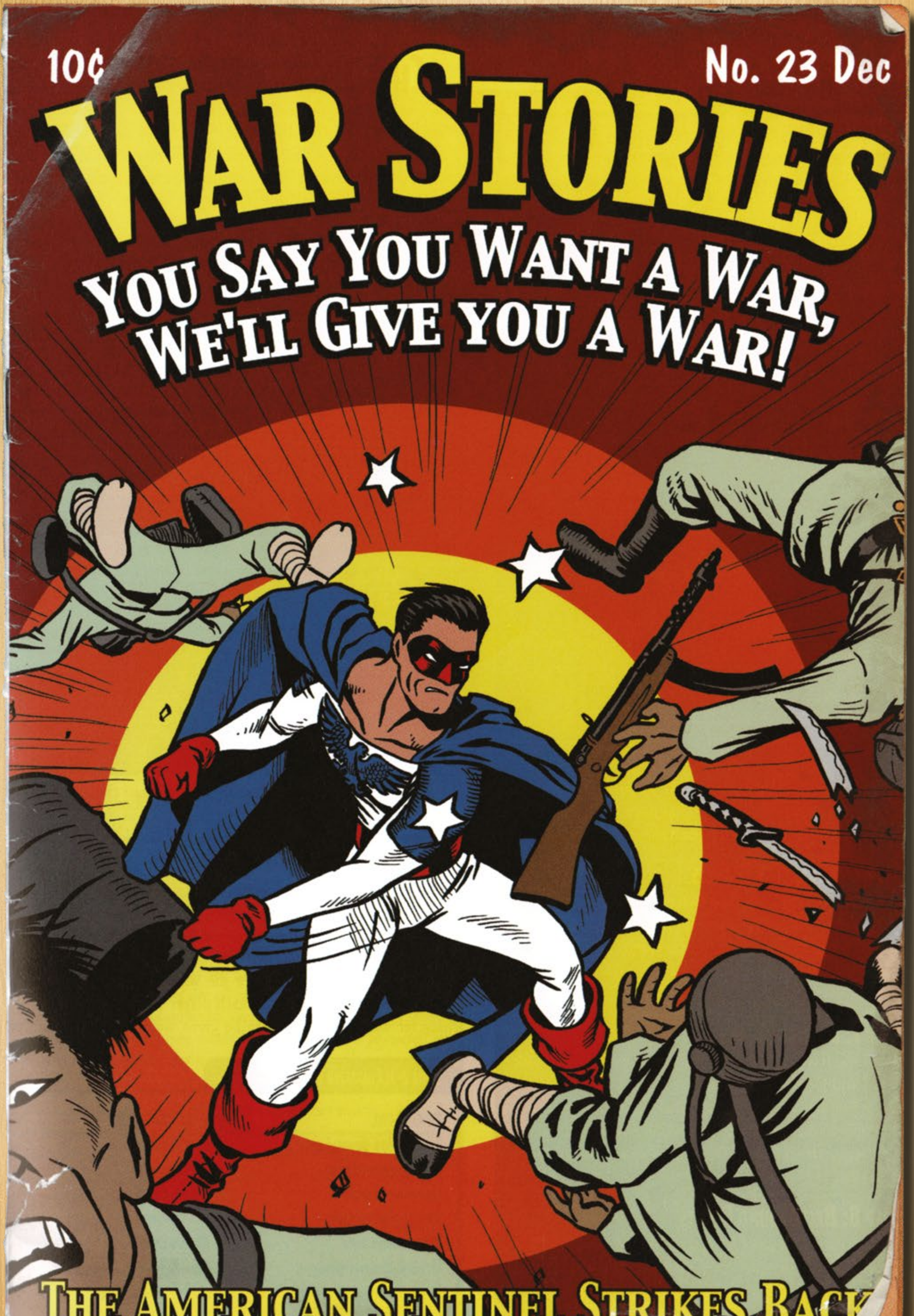
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YOU SAY YOU WANT A WAR,
WE'LL GIVE YOU A WAR!
THE AMERICAN SENTINEL STRIKES BACK

CHAPTER 02

CHARACTER BASICS

And so, it begins. Designing new characters for an Absolute Power game should involve a thoughtful collaboration between you, the other players, and the Game Master. Your objective is to create a character who is fun to play and has a strong motivation to undertake adventures, while simultaneously ensuring a good fit with the GM's plans for the dynamic stories that will unfold. You can choose to spend as little as a few minutes or upwards of an hour designing a character – or even longer! The difference lies in the amount of detail and individuality you build into your character. At no time during a role-playing campaign do you have more control over the destiny of your character than during the creation process because that's when you establish their foundation. As questions arise concerning specific game mechanics or special character abilities, the discussions you have with your GM and fellow players are of paramount importance.

SESSION ZERO

Session zero of your game establishes the essential baseline of what comes next and takes a broad perspective of your upcoming adventures. This is the time to answer big-picture questions, such as: What are the setting, genre, and tone? Will you be having adventures in an existing comic series or TV show (and perhaps taking on the roles of those main characters), or are you playing in an original creation? What sorts of things will your characters be doing? What are your characters' roles in the adventures?

Your group will also need to discuss the practical, real-life aspects of the upcoming game as well. How often are you meeting to play (weekly, bi-weekly, monthly, or on some other schedule)? Is there a fixed number of sessions until you finish, or are you playing an open-ended campaign? What is the ideal number of players for the game storyline? Where are you playing, and who is hosting the game nights? Your group may not have all the answers at this point, but discussing such parameters now ensures everyone is on the same page about the time commitment expected.

Now is the ideal time to also discuss your preferences involving game issues such as: theme and story maturity levels; combat intensity and frequency; drama versus comedy ratio; and the roles that players can take to co-create the adventures. When you establish the foundation for your game together, you'll discover and actualise an experience that you all want to play.

Steve, the GM, sits down with a handful of his friends to gauge their interest in playing in a new superhero campaign set in Empire City. After he explains that the campaign will have a more modern and realistic feel, the players are all on board. Since the players either work day jobs or attend university, they decide that playing every second Sunday for six-hour sessions would be best. They'd like to commit to playing more frequently, but realistically they are simply too busy.

Steve and the players decide that the campaign will be open-ended, but story arcs should wrap up every four months to coincide with the university semesters. Mature themes will be explored in this drama series, but overtly cruel, violent, or sexual imagery will not be used. Additionally, combat will take second place to quality role-playing and character development.

THE SENTINEL-EARTH SETTING

If you're looking for a compelling, dynamic, and ready-to-use modern superhero setting in which to establish your adventures, consider using Absolute Power's canonical Sentinel-Earth setting that's presented in detail in Book Two. We have outlined over 100 years of history for the setting that integrates humanity's development with the emergence of metahumans, aliens, and other dimensions. This rich setting details a spectrum of characters, world-shaking events, storylines, and equipment you can fully embrace for your game, or drop in as desired. The diversity of story opportunities in the Absolute Power setting is unlimited.

COLLECTIVE CREATION

When preparing for the launch of a new role-playing campaign, players typically create their characters in isolation based on the setting information the GM provides. This tendency may not produce the best results for a strong start to the adventures, though, since both the characters and the players lack cohesion for this innately social activity.

Consider the benefits that a group character creation session provides to the team. Discussing the nature and roles of everyone's character ideas together ensures that the group dynamic is balanced and that every character has unique benefits that will allow them to shine during the game. Establishing character connections is also easier in this initial group meeting, since you can co-develop resonant backstories to provide friendship contexts in the game setting. Finally, group character creation reduces the chances of missed opportunities when designing your team (i.e. having a hole in your team). Traditional superheroic adventures may be more challenging if your group is missing an acrobat, inventor, mystic, powerhouse, prowler, speedster, etc.

After scoping the game, spend the rest of session zero talking about the ideal composition of your character team and the strengths and individuality that each character member can bring to the group. Everyone should ideally be open to concepts they may not have considered earlier, and look at their character's role in the larger context of the game. Spending additional time with the players and Game Master at this stage of character creation will yield great benefits compared to the typical isolated development tendency.

POWER LEVEL

Once the GM and players together have outlined the general framework of the upcoming adventures, it's time to discuss your characters' power level. The characters' relative capabilities and aptitudes determine the Character Point total from which they are constructed (covered in detail in Chapters 03-07). Consider which of the nine power rankings described herein best align with the vision your group created for your characters.

SUB-HUMAN POWER (0-24 POINTS)

Though this style of play isn't common for superhero games, role-playing underpowered characters can be a highly rewarding experience. These games typically focus more on drama and less on action. Such roles may include younger teens and children without significant abilities, wee magical creatures from legend (such as pixies and sprites), or sentient small animals (like bunnies, raccoons, and squirrels) that were "awakened" through happenstance or intent.

HUMAN POWER (25-49 POINTS)

This power level is suitable for games in which most of the characters will play brave but low-powered roles (such as those described under Sub-Human Power), with a few paranormal abilities or powerful artefacts to aid in their quests. It can also be used for games featuring mostly normal humans like detectives, high school students, scientists, and soldiers.

MINOR POWER (50-74 POINTS)

This adventurer power level is suitable for games in which most of the characters are valiant and courageous but otherwise normal humans or near-humans. They may have some special talents and useful gadgets, but rarely exceed the effectiveness of a typical action movie hero. It is also suitable for games where the characters play low-powered characters (for example, teens or elementary school students) who have some metahuman abilities, such as elemental control or access to a range of magical spells.

MODERATE POWER (75-99 POINTS)

Characters at this level have a decent selection of moderate abilities plus some nifty gear and other resources. They are often portrayed as younger or novice heroes who are at the beginning of their journey to unlock their future potential. At the same time, the power level and Character Point totals aren't so high that they might cause power balance issues or difficulties presenting challenging adventures for every character in the group. This makes it an ideal power level for less-experienced GMs as well. These characters may represent peak human performance with modest special abilities, as well as capable superpowered or non-human characters with significant technological, mythical, or paranormal advantages.

AVERAGE POWER (100-149 POINTS)

Absolute Power players may find this power level the sweet spot for a wide variety of street-level adventures. It is most suitable for games where the characters are notably more impressive than normal humans but can still be challenged by ordinary opponents (especially in large numbers). The characters may still be human but are exceptionally talented, such as a legendary martial arts master, the toughest cop in the city, or an elite secret agent. They could also be characters with moderate metahuman or psychic powers, such as a capable elementalist, costumed wizard, or psionicist. Finally, this level can also cover characters that are above average in capabilities but individually or collectively have access to very powerful gear. Example character types include a dark vigilante, a squad of giant robot mecha pilots, or the captain and crew of a starship.

2-1: CHARACTER POWER LEVELS

POWER LEVEL	CHARACTER POINTS
Sub-Human Power	0-24
Human Power	25-49
Minor Power	50-74
Moderate Power	75-99
Average Power	100-149
Major Power	150-199
Extreme Power	200-249
Legendary Power	250-299
Godlike Power	300+

MAJOR POWER (150-199 POINTS)

This power level enables the characters to possess abilities far beyond the norm. A human or near-human individual built at this power level will have highly effective abilities – a contender for the title of the world's greatest thief or the world's best martial artist, for example. Alternatively, the character may have a decent array of metahuman abilities, such as a mystic elder, shapechanging vigilante, genius mad scientist, renowned psychic, advanced combat android, or fairy tale hero with wondrous abilities. A character at this level could also be a competent but otherwise normal individual with a destiny and super powerful items, such as a towering robot mecha or a mighty magical artefact.

EXTREME POWER (200-249 POINTS)

Similar to the major power level, but the characters are so powerful that ordinary humans seem like ants underfoot. The character's abilities might come from metahuman powers, divine origins, ancient magics, alien physicality, or arcane artefacts – or often a combination of all of them. Such amazing characters will not always be very experienced at wielding this power, however. Comic books are full of ordinary teens who were granted the power of a demigod thanks to: suddenly inheriting an ultra-powerful vehicle or other equipment, awakening psychic powers, a scientific experiment gone awry, or some other twist of fate. How the characters handle these enhanced responsibilities – or spectacularly fail to handle them, with tragic results for all concerned – can be more important than the power itself.

LEGENDARY POWER (250-299 POINTS)

Few characters in most game settings reach this benchmark in their personal journeys. As the descriptor implies, such characters are superheroic (or supervillainous) legends who usually have worldwide exposure and media coverage. They are independently capable, yet often possess powerful equipment and extensive contacts and information networks as well. Since few beings have access to more raw power and capacities, such legendary characters are often leaders in their respective superpowered communities; lower-powered individuals want to be them, or be near them.

GODLIKE POWER (300+ POINTS)

With this challenging power level, the character's abilities are potentially forceful enough to single-handedly change the world (or even worlds). Players should be cautious about starting their adventures at this level of ability, since with great power comes great responsibility – and also great complications for the Game Master. Nevertheless, godlike does reflect the power levels of many iconic comic book characters – for whom the sky is certainly not the limit.

CHARACTER BENCHMARKS

Absolute Power's underlying Tri-Stat System offers nearly endless possibilities when spending Character Points on your creation. Problems relating to balance and suitable challenges could arise if players focus their Point allocations in only a few areas, when compared to players that have created less-optimised characters.

For example, if all the characters in a street-level campaign have modest protective armour built into their costumes, but one character has a nigh-impenetrable force field, it is difficult to confront the group with an opponent who can threaten the highly protected character without being a vastly overpowered enemy to the majority.

Unlike a levelling-based RPG like Dungeons and Dragons – in which character abilities are prescribed with plenty of restrictions – Absolute Power's flexibility can present challenges to players and GMs unfamiliar with the game. In short, it's possible to create "broken" characters without helpful benchmarks.

Table 2-2 presents a list of optional, but suggested, minimums and maximums when creating your character to avoid widely varying character abilities in your group. As you build your character and progress through Chapters 03-07 of the creation process, refer back to this section to ensure you aren't straying outside the recommendations. Players and the GM can collectively decide to modify or ignore these benchmarks, as desired.

Note that the benchmarks usually consider the final modified values, rather than their baselines. Also, the maximum Attribute Level values reference their effective Levels, not actual Levels.

BENCHMARK EXCEPTIONS

Although suggestions in Table 2-2 apply widely, allowing some Attribute exceptions with group consensus can still create balanced characters. These benchmarks target Attributes that increase linear bonuses (such as the +5 Health Point/Level for the Regeneration Attribute, or +1 Stat roll bonus/Level for the Inspire Attribute) or have descriptive Rank benefits (such as those for the Connected or Mind Control Attributes). Attributes related to size (page 47) may exceed these limits, though. The benchmarks also do not apply to Attributes that offer one choice per Level from a selection of discreet and unconnected benefits, such as the Combat Technique, Sixth Sense, and Special Movement Attributes. Furthermore, the Weapon Attribute Level limit may be increased to twice the normal recommended benchmark; Absolute Power is a game of metahuman action, after all!

ESTABLISHING BOUNDARIES

No, not character boundaries – real-life boundaries. Although Absolute Power is a wonderfully social game, it's incumbent upon us all to ensure that the sensitivities of the GM, the players, and even bystanders and passers-by, are all considered during the game. We don't know everyone's real-life history and story, and consequently, the care and compassion we show to each other during character creation and gameplay are of paramount importance. Not everyone will share the same perspective concerning sensitive concepts, and thus having both advanced and ongoing conversations with the entire group is the best approach.

2-2: CHARACTER BENCHMARKS

POWER LEVEL	MAXIMUM STAT VALUES	MAXIMUM ATTRIBUTE LEVELS (EFFECTIVE LEVEL)	MIN/MAX COMBAT VALUES (MODIFIED VALUES)	MIN/MAX HEALTH POINTS & ENERGY POINTS	MIN/MAX DAMAGE MULTIPLIER
Sub-Human (0-24)	5	2	1 / 6	10 / 40	2 / 4
Human (25-49)	7	3	2 / 8	30 / 60	3 / 6
Minor (50-74)	9	4	3 / 10	40 / 80	4 / 7
Moderate (75-99)	10	5	4 / 12	50 / 100	4 / 8
Average (100-149)	12	6	5 / 14	60 / 120	5 / 9
Major (150-199)	16	8	6 / 16	70 / 140	5 / 10
Extreme (200-249)	20+	10+	7 / 20+	80 / 160	5 / 11
Legendary (250-299)	20+	10+	8 / 20+	90 / 200+	5 / 12+
Godlike (300+)	20+	10+	10 / 20+	100 / 200+	5 / 12+

SOCIAL SENSITIVITY

It is impossible to create an exhaustive list of every topic that might evoke sensitivities in your group. The few topics listed below can serve as a reminder and starting point for your considered thoughts and perhaps might generate insightful conversations:

- The role of LGBTQ+ in your game and how the tone (serious vs. comedy) impacts the participants
- Character gender identity and orientation
- Gender roles and associated power structures
- Nudity, sexuality, violence, and consent
- Race, minority rights, inequality, oppression, activism, and stereotypes – even in a make-believe superhero setting
- Mental health and addiction, as well as differing physical and mental abilities
- Poverty, class, tribalism, and privilege
- Religion, faith, spirituality, ideology, and dogma
- Politics across the entire left/right/centre spectrum
- The blending of historical events with metahuman activity
- Law and order, and how it touches upon many of the above topics both positively and negatively

YOUR CHARACTER'S FRAMEWORK

A character outline is a broad concept that provides you with a frame on which to build your character. It is not fully detailed; there is no need to concern yourself with the character's specific skills, powers, or background details at this stage. Use the game scope established in your earlier discussions as the starting point for your character, and build your outline on that foundation. Continue discussing your character ideas with your group to ensure your creation works well with the other players' concepts and with the overall themes and focus of the upcoming game.

HUMAN VS. NON-HUMAN

In most superhero settings, non-human or part-human characters may exist. Examples include: aliens, androids, cyborgs, fantasy races (for example, elves, ogres, or centaurs), genetic constructs (clones, genetically enhanced people, or human-animal hybrids), ghosts and spirits, gods and goddesses, monsters (for example, demons, shapechangers, or vampires), and robots.

CHARACTER STRENGTHS

In some campaigns, the players may want to create complementary characters with unique sets of abilities. For example, a team fighting supernatural evil might include a combat specialist or two for bashing monsters, an exorcist metahuman for dealing with ghosts and spirits, a psychic or sorcerer for handling magical opponents, and a scholar or computer hacker for digging up background information. A degree of specialisation helps players enjoy their characters by giving them a unique identity.

At the same time, it is equally important that the characters not be too specialised, or the group will lack cohesion, and other players will sit around bored while each specialist has their own little adventure within the game. It is a good idea to identify a minimum set of capabilities that everyone should have. For example, in a street-level vigilante campaign, everyone should probably have combat skills, but individual characters may possess different fighting styles (martial arts, brute strength, gadget-enhanced, etc.) and unique backgrounds (the retired cop, the ex-gang member, the professional athlete). Similarly, in a game focussed on technological enhancements, each character might have widely varying advantages; one might be a close-quarters fighter plated in heavy armour, another fast and agile with movement capabilities, a third may specialise in electronic warfare, while the fourth may have devastating long-range attacks.

In some games, the group of characters will be independent operators. Examples include a private investigation agency, the crew of an interstellar ship, or a team of metahuman teens who fight paranormal entities. In other game concepts, the characters will be part of a larger organisation – government sanctioned, non-profit charity, or corporate sponsored – and would logically have helpers in supporting roles.

CHARACTER WEAKNESSES

Superpowered characters may be larger than life – sometimes even figures of myth and legend – but usually they still have one or more weaknesses. Is the character vulnerable to magic or a particular colour? Does it take a while for the character's powers to activate or can they be negated by a special substance? Does the character struggle with an addiction or are they under the thumb of a menacing organisation? Providing weaknesses to a character adds greater depth and potential for role-playing opportunities, but be sure to consider aspects of social discomfort concerning your choices (page 151).

DEFINING YOUR CHARACTER

You should decide on your character's age and sex or gender, determine a broad archetype for their personality, and sketch an idea of ethnic and social background. Conversely, it is equally important that a character has room to grow beyond your initial concept. A character that you have spent hours perfecting and detailing may quickly become stagnant and uninteresting once play begins. A good character outline usually focusses on one or two main personality traits and leaves plenty of room for you to explore and develop the character into a fully rounded personality over time. Although the starting archetype should be an integral part of the character, it should not rule all of their actions. At some point during the game, your pacifistic martial artist may be driven to an act of vengeance, or your angst-ridden vigilante may finally discover a cause in which to believe. As long as these developments proceed naturally from events in the game, they should be a welcome part of the role-playing experience.

BACKGROUND DETAILS

One of the most effective ways to better visualise your character is to provide detail through your creation of a background history, a character story, a character drawing, or other unique creation (perhaps using a website, video camera, music collection, etc.). Spending time to develop your character without a rule structure will enhance your role-playing greatly and can give the GM a window into your character's motivations.

This step in character creation gives you a chance to answer important character questions before game-play begins. What formed their outlook on life? Why are they heroes (or villains)? Where do they live? Work? Earn money? What are your character's likes? Dislikes? What about family, friends, and romantic interests? Nemeses? These details add depth to your character, but you should not become obsessed with them. Leaving room for growth provides numerous character development opportunities during your adventures.

CHARACTER QUIZ

To help spark creative inspiration for your character's background, answer the 30 questions listed on the character quiz (page 31). If you have the time and desire, write and answer your own additional questions, too.

GROUP CONNECTIONS

Work with the other players to establish background connections between your characters before the game adventures begin. Perhaps some of your team grew up together and have been friends for their entire lives. Or instead, they could have worked together in the past and have maintained a professional relationship (or rivalry!) ever since. The characters can even be related by blood or marriage, though this revelation might have been a recent surprise rather than a long-established situation. Furthermore, don't neglect establishing group connections with background organisations and cabals as well, since they can provide excellent future hooks.

WHAT'S IN A NAME?

You have the freedom to name your character whatever you like – both their actual name and their superhero alias (if they maintain separate identities) – but the GM may have some ideas for character names that fit the specific setting. Comic books are famous for employing odd, but plausible, fictional names for their characters. Unless your campaign is a comedy, however, you may want to avoid a silly name, since it can ruin the suspension of disbelief for the other players.

ANASAZI

STRUCTURE OF THE GAME MECHANICS

With the basics of character creation nearly complete, you'll soon move on to the construction of your alter ego using the assigned Character Points. Of course, it's somewhat challenging to create a character properly without understanding the context of the rules. Although you could jump ahead to Chapter 08: Superhero Action (page 165) to learn how the Tri-Stat System works, the brief summary presented herein provides the essential knowledge you need to understand the next steps.

ROLLING DICE

When using dice to resolve the outcome of unknown events, you usually roll two six-sided dice. Depending on the task you are attempting, a game value is added to your dice roll result (to generate a "total roll" value) and then compared to a Target Number to determine if your character was successful. If someone is opposing your action, though – such as in the case of combat – you instead compare your total roll to the opponent's total roll, with the higher result succeeding.

TARGET NUMBER (TN) RANGE

The Target Numbers against which the total rolls are compared range from TN 6 (Very Easy) to TN 30 (Inconceivable). TN 12 is considered Average Difficulty.

STAT ROLL

A Stat roll is used when innate ability is more important than any learned expertise or combat capability to resolve the action.

Total Roll = Dice Roll + Stat Value

SKILL ROLL

A Skill roll is similar to a Stat roll, except it is used when the task is governed by both a Stat and a particular Skill Group.

Total Roll = Dice Roll + Stat Value + Skill Group Level

INITIATIVE ROLL

Initiative is rolled at the beginning of combat to determine the order of character action.

Total Roll = Dice Roll + Attack Combat Value + bonuses

ATTACK ROLL

An attack roll is used to resolve the success of an attack action, such as an attempt to strike a blow or fire a weapon at an opponent.

Total Roll = Dice Roll + Attack Combat Value + bonuses

DEFENCE ROLL

If a character is the target of an attack, they may immediately attempt to defend against it with a defence roll.

Total Roll = Dice Roll + Defence Combat Value + bonuses

USING THREE OR FOUR DICE

Sometimes a game value or situation provides distinct changes to your character's dice rolls, known as edges and obstacles. These roll modifiers allow you to roll three or four dice and sum the highest (edge) or lowest (obstacle) two dice to determine the result.

INFLICTING DAMAGE

If an attack is successful (i.e. the attack roll is greater than or equal to the defence roll), damage is usually delivered. Armour and Force Fields may reduce this damage, with any remaining damage then deducted from the target's Health Points.

DAMAGE MULTIPLIER

A character's base Damage Multiplier is 5. It can be increased by the Massive Damage Attribute or decreased by the Reduced Damage Defect.

Damage Multiplier = 5 + Massive Damage Level or
Damage Multiplier = 5 - Reduced Damage Rank

ATTACK DAMAGE

The amount of damage inflicted depends on the character's Damage Multiplier, the Weapon Level, and the attacker's Attack Combat Value.

Damage = Damage Multiplier x Weapon Level + attacker's Attack Combat Value

ARMOUR RATING

A character that is protected by the Armour Rating (AR) of the Armour and Force Field Attributes receives reduced damage from most attacks.

Damage = Damage Multiplier x Weapon Level + attacker's Attack Combat Value - AR

REDUCING HEALTH POINTS

The amount of damage inflicted is deducted from the character's current Health Point total

Health Points = Current Health Points - Damage

SIMPLICITY SCALE

Absolute Power is not a complex game. Character creation can become a little involved if you greatly customise your character or if the game adventures will be at the higher range of power levels, but there are methods to keep the game simple.

USE TEMPLATES

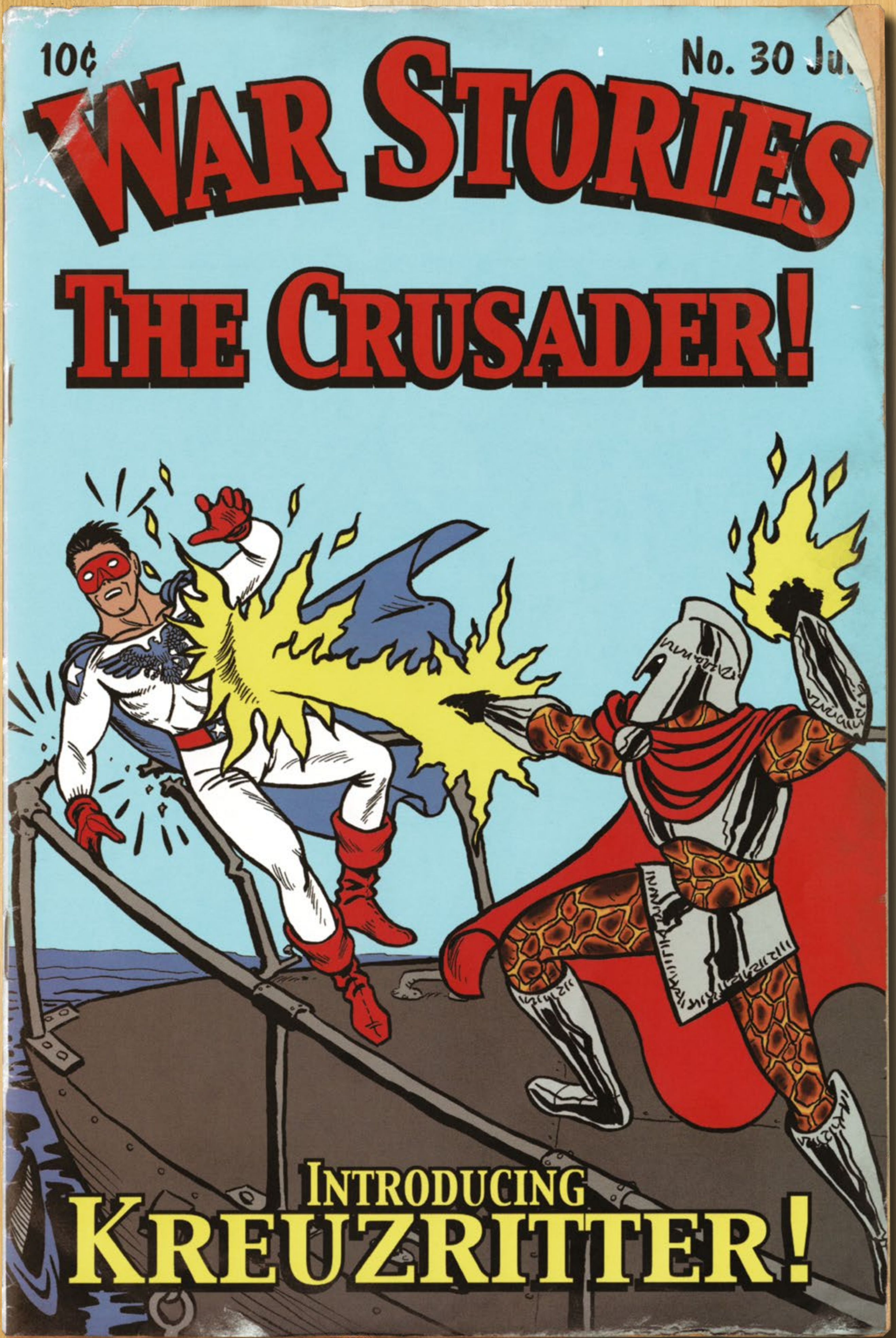
Select a Power Template (page 36) and possibly an Origin Templates (page 50) when building your character. These pre-constructed packages of Attributes and Defects speed up the creation process greatly.

KEEP CUSTOMISATION TO A MINIMUM

By retaining each Attribute's base functionality instead of customising them with Enhancement and Limiter options presented in Chapter 06 (page 141), you'll simplify the process.

ABSOLUTE POWER CHARACTER QUIZ

- ✓ What are your character's central strengths and weaknesses?
- ✓ What is your character's primary emotional state?
- ✓ What role does your character fill in a group?
- ✓ Describe your character's family or tribe.
- ✓ Who are your character's three most valuable contacts?
- ✓ What personal values and beliefs does your character hold?
- ✓ To whom is your character closest and why?
- ✓ What does your character need the most?
- ✓ What are your character's life goals?
- ✓ What does your character fear the most?
- ✓ Describe your character's appearance.
- ✓ How does your character define "heroism"?
- ✓ Describe your character's hobbies, interests, desires, and likes.
- ✓ What would your character do if they killed an innocent bystander?
- ✓ For what does your character have little patience and tolerance?
- ✓ Does your character hide any emotions in public?
- ✓ How does your character view death and beyond?
- ✓ What does your character dislike about themselves?
- ✓ Describe your character's bedroom or rest location.
- ✓ Describe a perfect date night or other enjoyable outing.
- ✓ Describe your character's relationship with money.
- ✓ Describe your character's views on authority and the law.
- ✓ Who has impacted your character's life direction the most?
- ✓ How does your character view forgiveness and revenge?
- ✓ What are the origins of your character's special abilities?
- ✓ What is the prime motivation behind your character's actions?
- ✓ In which way does your character focus their personal growth?
- ✓ Describe the accomplishment of which your character is most proud.
- ✓ How does your character think they might die?
- ✓ How would your character describe themselves in a single sentence?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THE CRUSADER!
INTRODUCING
KREUZRITTER!

CHAPTER 03

QUICK-PLAY TEMPLATES

Templates are ready-to-use archetypes you can assign to your character to speed up the character creation process. This chapter includes Power Templates and Size Templates that are usable in any game, plus a section on Origin Templates – additional pre-made options specific to Absolute Power's Sentinel-Earth setting detailed in Book Two: Essentials.

Assigning Templates is always optional; you may prefer to build your character from scratch. We recommended Power Templates for novice players and for those who are not familiar with the openness of a point-based creation system like the one presented in Absolute Power. Even if none of the Power Templates presented in this chapter precisely fit the type of character you wish to design for your game, the 15 entries can serve as examples of how you and the Game Master can collaborate to create new Power Templates (and perhaps later, Origin Templates).

READING TEMPLATES

Templates provide a foundation upon which you can build your character by either adding or subtracting Stats, Attributes, and Defects to the default zero baseline. You'll learn more about these numerical aspects of your character as you progress through character creation.

For example, the Power Template for an agile street vigilante at the beginning of their career (Acrobat, First Degree; page 36) indicates that they start with a foundation of 3 Ranks of the Body Stat (which costs 6 Character Points). Similarly, an Origin Template of a feline alien species (Ailuron, page 53) indicates that they start with 3 Levels of the Special Movement Attribute (which costs 3 Character Points).

Note that the plusses and minuses of Defects work in reverse. A Template with -1 Marked Defect added to a character who already has the Marked Defect at -2 Points worsens the effect of the Defect to -3 Marked.

MODIFIERS TO ATTRIBUTES

Some Attributes included in the Templates also have a list of one or more modifier entries followed by positive or negative numbers. For example, the Dynamo's Blast Weapon (page 39) includes the following: "Range: 10 metres -2; Backlash +2". The entries with negative numbers are called Enhancements (reflecting a decrease to the effective Attribute Level), and the entries with positive numbers (reflecting an increase to the effective Attribute Level) are called Limiters. The digits indicate how many times the Enhancement or Limiter has been assigned. You don't need to worry too much about all those details right now, but if you're looking for more information about Enhancement and Limiters, see page 141.

SELECTING YOUR TEMPLATES

You can assign any number of Power and Origin Templates to your character, provided your choices can be rationalised in your character's background. You can assign one or more Size Template Ranks – from Rank -10 (Point) to Rank +10 (Monumental) as suitable for your character.

OTHER TEMPLATE NOTES

- Templates indicate both the Levels/Ranks and Point cost of all entries.
- If an Attribute does not indicate a specific Enhancement or Limiter is assigned as well, it is not associated with that use of the Attribute.
- Some Attributes give you a choice from which to select – such as "Dynamic Powers (Select Element)" or "Heightened Senses (Select One)" – rather than prescribing a specific choice for your character already.
- Templates work better if assigned during character creation rather than during advancement as the game progresses (Book Two, page 65) – especially Size and Origin Templates – unless there is a good storyline reason to assign them later.
- Templates are provided as a guideline only and can be made into more powerful versions by simply adding abilities (or into weaker ones by removing them).
- You are encouraged to create your own Templates by either modifying the ones presented herein or constructing your own from scratch.

3-1: POWER TEMPLATES

POWER TEMPLATE	POINT COSTS	PAGE
Acrobat	20 / 40 / 60	36
Animalist	40 / 50 / 60	37
Champion	30 / 50 / 70	38
Dynamo	30 / 60 / 90	39
Elemancer	25 / 50 / 75	39
Farce	10 / 20 / 30	40
Inventor	25 / 50 / 75	40
Mastermind	20 / 30 / 40	41
Powerhouse	30 / 60 / 90	41
Prowler	25 / 50 / 75	42
Psychic	20 / 40 / 60	43
Shapechanger	25 / 50 / 75	43
Speedster	40 / 50 / 60	44
Thaumaturge	25 / 50 / 75	44
Weaponeer	20 / 40 / 60	45

MODIFYING TEMPLATES

Sometimes a Power or Size Template mostly fits your character concept, but there's one or two things that don't quite align with your vision. Perhaps you want a gymnast vigilante who is flexible yet frail, but all Acrobat Templates (page 36) include the Tough Attribute. Conversely, you might envision a short yet empowered child-sized character who is supernaturally strong, but the Small Size Template (page 48) indicates otherwise and imposes a lifting capacity Defect. Fortunately, the math guidelines for modifying Templates is easy to apply to nearly any character you can create.

DELETING ATTRIBUTES RETURNS POINTS

If you wants to delete certainly Attributes from a Template, simply do not include the Point costs in the Template total. For example, a Second Degree Acrobat Template is reduced from 40 Points to 38 Points by removing the Tough Attribute.

YOU CAN BUY OFF DEFECTS

You can eliminate Template Defects for their characters by paying the additional Point cost to buy off the disadvantage. For example, the Modified Shrinking Template (page 47) removes three strength-related Unique Defects from the Small Size Template that collectively return 12 Points. Consequently, instead of the Small Size Template costing -10 Points, buying off the Defects changes the Template cost to 2 Points instead.

ADDING ATTRIBUTES CANCELS DEFECTS

Furthermore, Attributes considered the opposite of specific Defects can be added to cancel the disadvantage along the positive/negative spectrum, with any leftover Attributes applying as normal. For example, lifting capacity and muscle-powered damage for a Rank -2 Tiny Size Template (page 49) returns 16 Points, since both are lower than for a Medium-sized character. These two size-related Defects are effectively the opposite of two Levels of the Superstrength Attribute (also 16 Points). Consequently, assigning three Levels of Superstrength (24 Points) to a Tiny-sized character results in the cancellation of two Unique Defects (-20 Strength Damage and ÷25 Lifting Capacity) – nullifying two Levels of Superstrength – with the character gaining the remaining Superstrength Level 1 (costing 8 Points). The modified strong Tiny Template thus costs a total of 4 Character Points instead of returning 20 Character Points (since the base of -20 + 24 new = 4).

ADDING DEFECTS CANCELS ATTRIBUTES

The converse to the above rule is also true, with Defects nullifying their opposite Attribute counterparts. For example, assigning 3 Ranks of the Fragile Defect to a Second Degree Acrobat Template that normally has Level 2 Tough results in a modified Template with no Tough Attribute and a -1 Point Fragile Defect (and a net -10 Health Points). This modified Acrobat Template cost is 37 instead of 40 Points.

MEET SENTINEL

The question I hear more than any other is, "how do you do it?"

Sentinel floats toward the ground, balancing the crate of gifts and supplies in one hand. The children's hospital glows bronze-gold, sky-blue squares cheery in the setting sun.

They don't mean my powers. Most people leave that question to the scientists, mystics, and philosophers. What they wonder is, how can I keep going after nearly 80 years?

A knot of doctors, nurses, and maintenance staff gathers the instant Sentinel lands. He dons his mask – one more important than any other – not because they need him to, but because symbols have power. With impossible speed, Liberty pulls the crate open to blossom like a flower of generosity, given by so many others. Staff members rush to begin distributing the medical supplies, but they are slower when it comes to the toys. A nurse with "Sharma" on her name tag walks up to Sentinel with a teddy bear and a request. After a moment Maxwell's eyes widen, grateful that his mask hides the tightness in his lips.

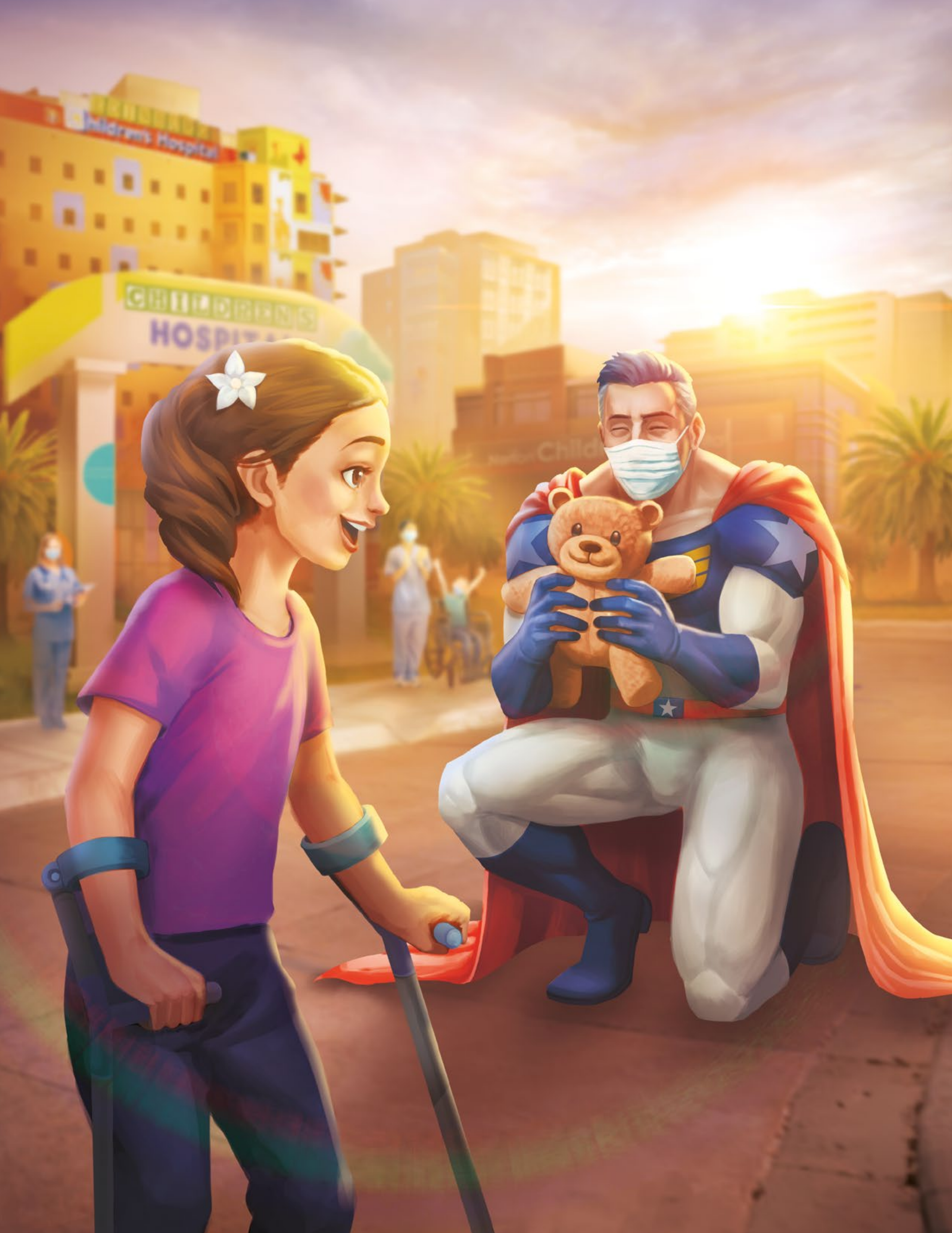
It's a fair question, when I think about it. I haven't gone three months since Anodyne without having to fight a terrorist, conqueror, or would-be god. To be honest, it's almost a relief to face the gimmick villains. All they want is the money; most of them are about as careful about innocent life as my friends.

Sentinel nods, taking the teddy bear and drifting through the air. After a few seconds, the grip on his heart gives way as he spots a girl working her way down the sidewalk, checking on other children. Now, the mask becomes an obstacle, yet Sentinel believes she will know that he is smiling in spite of it.

I've faced loss, burying more friends than I care to think about. It can be tricky, adapting to a world so unlike anything I imagined as a boy.

He knows the instant the girl spots him, her crutches quivering for an instant. Sentinel lands before her, dropping to a knee to meet her eyes. "Hello. You're Angela Miller, right? I hear you turned six a few weeks ago. Sorry I'm late." He watches the child's eyes come alive, brighter than any superpower. "I hope this makes up for it."

The question I hear more than any other is, "how do you do it?" I can understand why others might think so many years of conflict and loss might wear on a soul. And some days, dear God, they do. Yet every time I help an innocent person escape danger and see the gratitude in their eyes, or the inspiration in young heroes determined to change the world … or the smile of a child, knowing I can bring happiness with a simple hello … all my strength doesn't lighten the burden as much as that does.


Children's Hospital
CHILDREN'S
HOSPIT
Child

POWER TEMPLATES

Power Templates are archetypal roles for both heroic and villainous costumed adventurers. They highlight aspects of human training (like acrobat or mastermind), biological enhancement (like powerhouse or speedster), mental expansion (like inventor or psychic), and primal mastery (like elemancer or thaumaturge). Each Power Template provides a base set of Attributes and Skill Groups that you use as a framework on which to build your character. You can assign more than one Template, or none at all, or you can work with the GM to create your own.

Every Power Template entry provides three categories, each an example of a different degree of power or development. The First Degree option assigning the fewest Points (from 10-40), the Second Degree assigning the mid-range of Points (from 20-60), and the Third Degree option assigning the most Points (from 60-90). The Animalism Template (page 37) is the sole exception to this trend; the three categories offer environment archetypes instead of power options.

Your choice of Power Template selection from the three relative strength rankings should be made in consultation with the Game Master. It should align with both the number of Points you have to allocate to your character design and the Session Zero choices made in Chapter 02 (page 25). Note that the canonical Sentinel-Earth setting characters presented in Book Two (page 225) may be described broadly by the Power Template titles, but their game stats are unique to them and rarely adopt the exact and simple Power Template offerings.

ACROBAT

Agile and mobile, acrobats roll past and swing above their foes, outmanoeuvring rather than overpowering them. Pure acrobats tend to be street-level heroes, using terrain and equipment to get the best of their foes with speed, wit, and panache. They lack the raw might of allies with fantastic powers or extraordinary technology, but they excel in physical challenges and avoid damage that others absorb. This Power Template also combines well with several others. Farces require agility to avoid retribution from those they mock. Masterminds without powers benefit from acrobatics in the field. The acrobat-powerhouse is a popular fusion, combining strength, resilience, and mobility to devastating effect. On Sentinel-Earth, the second Lady of the Lantern combines acrobatic skill with technical brilliance, while Heartbreaker uses her agility to lethal effect.

ACROBAT

First Degree | 20 Character Points

LEVEL	POINTS	STAT
3	6	Body Stat

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery (+2 Attack Combat Value)
1	1	Combat Technique (Lightning Reflexes)
2	2	Defence Mastery (+2 Defence Combat Value)
1	1	Heightened Awareness (+2 roll bonus to awareness)
1	1	Jumping (x3 normal)
1	1	Mulligan (2 re-rolls/session)
1	3	Skill Group (Adventurer)
2	2	Special Movement (Balance, Cat-Like)
1	1	Tough (+10 Health Points)
	20	TOTAL POINTS

Second Degree | 40 Character Points

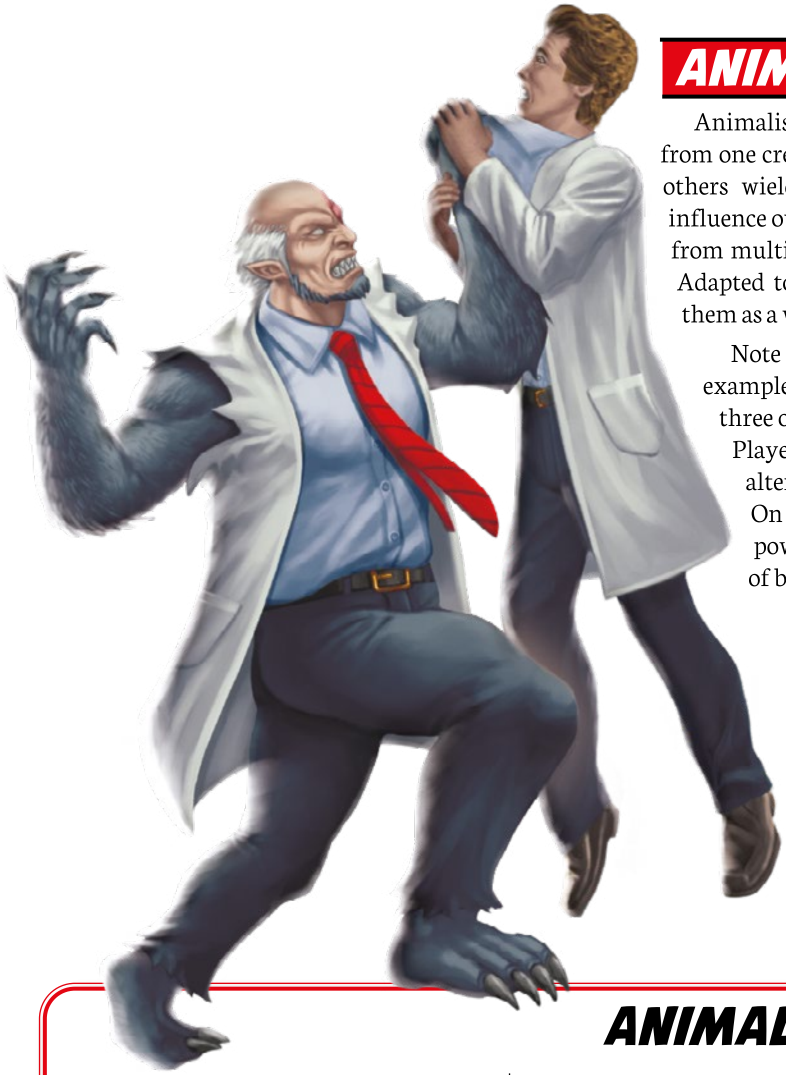
LEVEL	POINTS	STAT
5	10	Body Stat

LEVEL	POINTS	ATTRIBUTE
3	3	Attack Mastery (+3 Attack Combat Value)
2	2	Combat Technique (Brutal, Lightning Reflexes)
3	3	Defence Mastery (+3 Defence Combat Value)
2	2	Gear (Mobility equipment; Up to 5 pieces)
2	2	Heightened Awareness (+2 roll bonus to awareness)
1	1	Jumping (x3 normal)
2	2	Melee Attack (+4 Attack bonus – Select Unarmed or Signature Weapon)
3	3	Mulligan (6 re-rolls/session)
2	6	Skill Group (Adventurer)
4	4	Special Movement (Balance, Cat-Like, Fast, Wall-Bouncing)
2	2	Tough (+20 Health Points)
	40	TOTAL POINTS

Third Degree | 60 Character Points

LEVEL	POINTS	STAT
7	14	Body Stat

LEVEL	POINTS	ATTRIBUTE
4	4	Attack Mastery (+4 Attack Combat Value)
3	3	Combat Technique (Blind Fighting, Brutal, Lightning Reflexes)
4	4	Defence Mastery (+4 Defence Combat Value)
1	4	Extra Actions (1 Extra Action/round)
4	4	Gear (Combat and mobility equipment; Up to 25 pieces)
3	3	Heightened Awareness (+3 roll bonus to awareness)
1	1	Jumping (x3 normal)
2	2	Melee Attack (+4 Attack bonus – Select Unarmed or Signature Weapon)
3	3	Mulligan (6 re-rolls/session)
3	9	Skill Group (Adventurer)
6	6	Special Movement (Balance, Cat-Like, Fast, Light-Footed, Swinging, Wall-Bouncing)
3	3	Tough (+30 Health Points)
	60	TOTAL POINTS



ANIMALIST

Animalists develop powers from archetypes of bestial might, whether from one creature or several. Some are transformed in obvious ways, while others wield animal power in human form. Animalists may develop influence over creatures of their domain. Those capable of wielding powers from multiple creatures fill countless roles, from prowler to powerhouse. Adapted to unusual environments, animalists can use terrain suited to them as a weapon.

Note that the templates for animalist do not follow the standard example of slight, moderate, and significant levels of power. Instead, the three options provided give examples for land, sea, and air archetypes. Players and Game Masters should feel free to strengthen, weaken, or alter the template variants to suit a character's chosen beast icon. On Sentinel-Earth, Seawolf is an example of an aquatic animalist-powerhouse, while Mister Matthews can draw on any combination of bestial traits by injecting himself with his genetic serums.

ANIMALIST

Land Archetype | 40 Character Points

LEVEL	POINTS	STAT
4	8	Body Stat
2	4	Soul Stat

LEVEL	POINTS	ATTRIBUTE
1	1	Attack Mastery (+1 Attack Combat Value)
2	2	Combat Technique (Blind Fighting, Lightning Reflexes)
2	2	Defence Mastery (+2 Defence Combat Value)
2	2	Features (Animal Empathy, Low-Light Vision, Retractable Claws)
2	2	Heightened Senses (Hearing and Smell)
2	2	Jumping (x10 normal)
2	2	Melee Attack (+4 Attack bonus – natural weapons)
1	5	Regeneration (5 Health Points/round)
4	4	Special Movement (Cat-Like, Fast, Wall-Crawling)
2	2	Tough (+20 Health Points)
2	4	Weapon: Fangs and/or Claws
	40	TOTAL POINTS

Sea Archetype | 50 Character Points

LEVEL	POINTS	STAT
4	8	Body Stat
2	4	Soul Stat

LEVEL	POINTS	ATTRIBUTE
4	8	Armour (Armour Rating 20)
3	3	Attack Mastery (+3 Attack Combat Value)
2	2	Combat Technique (Brutal, Lethal Blow)
3	3	Defence Mastery (+3 Defence Combat Value)
1	1	Features (Depth Awareness, Low-Light Vision)
2	2	Heightened Senses (Hearing and Sight)
3 (2)	6	Resilient (High Pressure, Underwater: Complete -1)
1	8	Superstrength (500 kg; +10 unarmed damage)
2	2	Tough (+20 Health Points)
3	3	Water Speed (100 kph)
	50	TOTAL POINTS

Air Archetype | 60 Character Points

LEVEL	POINTS	STAT
4	8	Body Stat
2	4	Mind Stat
2	4	Soul Stat

LEVEL	POINTS	ATTRIBUTE
1	1	Attack Mastery (+1 Attack Combat Value)
2	2	Combat Technique (Lightning Reflexes, Rush Attack)
3	3	Defence Mastery (+3 Defence Combat Value)
1	4	Extra Actions (+1 Extra Actions)
1	1	Features (Homing Instinct, Low-Light Vision)
2 (3)	6	Flight (100 kph; Spread +1)
2	2	Heightened Senses (Sight x2)
2	2	Melee Attack (+4 Attack bonus – natural weapons)
2	4	Resilient (Lack of Air, Low Pressure)
5 (6)	10	Summon Creatures (Up to 3k animals; Narrow Category: Avians +1)
3	3	Tough
3	6	Weapon: Claws
	60	TOTAL POINTS

CHAMPION

A champion is the fighting ideal of a concept, whether divine, metaphysical, or ideological. Champions are close-quarters combatants empowered (literally or figuratively) by the ideals they represent. They also tend to be as skilled in defending innocents as defeating villains. One variant is the embodiment of a martial art, drawing on life force to become a superhuman fighting machine. Another is the semi-divine representative of a pantheon, hidden society, or sacred cause. The super-soldier transformed into a nation's ideal can also be a champion. On Sentinel-Earth, Red Phoenix is the archetypal champion, bearer of an ancient legacy and dedicated to protecting humanity.

CHAMPION

First Degree | 30 Character Points

LEVEL	POINTS	STAT
3	6	Body Stat

LEVEL	POINTS	ATTRIBUTE
2	2	Combat Technique (Judge Opponent, Portable Armoury)
2	2	Defence Mastery (+2 Defence Combat Value)
1	1	Heightened Awareness (+2 roll bonus to awareness)
1	1	Immovable (-10 metres knockback)
	3	Item: Signature Weapon (6 Points)
	2	Item: Signature Armour (Armour 2 – Armour Rating 10; 4 Points)
1	1	Jumping (x3 normal)
2	2	Melee Attack (+4 Attack bonus – Signature Weapon)
1	8	Superstrength (500 kg; unarmed +10 damage)
2	2	Tough (+20 Health Points)
	30	TOTAL POINTS

Second Degree | 50 Character Points

LEVEL	POINTS	STAT
4	8	Body Stat

LEVEL	POINTS	ATTRIBUTE
3	3	Combat Technique (Deflection, Judge Opponent, Portable Armoury)
3	3	Defence Mastery (+3 Defence Combat Value)
1	3	Flight (10 kph) or Superspeed (100 kph)
2	2	Heightened Awareness (+4 roll bonus to awareness)
2	2	Immovable (-20 metres knockback)
	4	Item: Signature Weapon (8 Points)
	3	Item: Signature Armour (Armour 3 – Armour Rating 15; 6 Points)
3	3	Melee Attack (+6 Attack bonus – Signature Weapon)
2	16	Superstrength (2 tonnes; +20 unarmed damage)
3	3	Tough (+30 Health Points)
	50	TOTAL POINTS

Third Degree | 70 Character Points

LEVEL	POINTS	STAT
5	10	Body Stat

LEVEL	POINTS	ATTRIBUTE
4	4	Combat Technique (Deflection, Judge Opponent, Portable Armoury, Reflection)
4	4	Defence Mastery (+4 Defence Combat Value)
2	6	Flight (30 kph) or Superspeed (300 kph)
2	2	Heightened Awareness (+4 roll bonus to awareness)
3	3	Immovable (-30 metres knockback)
	5	Item: Signature Weapon (10 Points)
	4	Item: Signature Armour (Armour 4 – Armour Rating 20; 8 Points)
4	4	Melee Attack (+8 Attack bonus – Signature Weapon)
3	24	Superstrength (10 tonnes; +30 unarmed damage)
4	4	Tough (+40 Health Points)
	70	TOTAL POINTS

DYNAMO

The dynamo channels and projects incredible energy to overcome foes at range, in apparent defiance of the conservation of energy. Some can protect themselves with fields of power, others can use the energy to fly, and a few can even shape their might like lethal clay. All are devastating ranged combatants, capable of dropping unwary foes before a fight truly begins. Dynamos lack the versatility of an elemancer or thaumaturge, but they make up for their limits with sheer firepower and clever application. One common combination is the psychic dynamo, uniting telepathic subtlety with telekinetic force. On Sentinel-Earth, Citizen Prometheus is the most famous dynamo.

DYNAMO

First Degree | 30 Character Points

LEVEL	POINTS	STAT
2	4	Soul Stat

LEVEL	POINTS	ATTRIBUTE
2	8	Force Field (Armour Rating 20)
2	2	Ranged Attack (+4 Attack bonus – Blast Weapon)
2	2	Ranged Defence (+4 Defence bonus – Personal)
2 (3)	8	Telekinesis (100 kg; Focussed: Select Type +1)
3	6	Weapon: Blast (Range: 10 metres -2; Backlash +2)
	30	**TOTAL POINTS**

Second Degree | 60 Character Points

LEVEL	POINTS	STAT
3	6	Body Stat

LEVEL	POINTS	ATTRIBUTE
2	6	Flight (30 kph) or Superspeed (300 kph)
4	16	Force Field (Armour Rating 40)
1 (2)	3	Massive Damage (Focussed: Blast Weapon +1)
4	4	Ranged Attack (+6 Attack bonus – Blast Weapon)
3	3	Ranged Defence (+6 Defence bonus – Personal)
3 (4)	12	Telekinesis (1 tonne; Focussed: Select Type +1)
5	10	Weapon: Blast (Range: 10 metres -2; Backlash +2)
	60	**TOTAL POINTS**

Third Degree | 90 Character Points

LEVEL	POINTS	STAT
5	10	Body Stat

LEVEL	POINTS	ATTRIBUTE
2	2	Combat Technique (Blind Shooting, Extended Range)
4	12	Flight (300 kph) or Superspeed (3,000 kph)
5	20	Force Field (Armour Rating 50)
2 (3)	6	Massive Damage (Focussed: Blast Weapon +1)
4	4	Ranged Attack (+8 Attack bonus – Blast Weapon)
4	4	Ranged Defence (+8 Defence bonus – Personal)
4 (5)	16	Telekinesis (10 tonnes; Focussed: Select Type +1)
8	16	Weapon: Blast (Range: 10 metres -2; Backlash +2)
	90	**TOTAL POINTS**

ELEMANCER

While some heroes can unleash raw power, others make the elements dance. Such elemancers can bend, shape, and transform their chosen force or substance to their whims. Only the most powerful can match the pure menace of a dynamo or powerhouse, but their versatility grants elemancers countless options as adventurers. Power over one facet of reality demands fewer drawbacks than that of the thaumaturge. Many such metahumans are vulnerable to polar opposites or the absence of an element to command. With his power over the four classical elements, Kreuzritter is Sentinel-Earth's most iconic elemancer, leaving dread and devastation in his wake.

ELEMANCER

First Degree | 25 Character Points

LEVEL	POINTS	STAT
1	2	Mind Stat

LEVEL	POINTS	ATTRIBUTE
1 (3)	2	Armour (Optimised: Select attack element +2; Armour Rating 30 vs. element)
1	1	Attack Mastery (+1 Attack Combat Value)
2	20	Dynamic Powers (Select Element)
	25	**TOTAL POINTS**

Second Degree | 50 Character Points

LEVEL	POINTS	STAT
2	4	Mind Stat

LEVEL	POINTS	ATTRIBUTE
2 (4)	4	Armour (Optimised: Select attack element +2; Armour Rating 40 vs. element)
2	2	Attack Mastery (+2 Attack Combat Value)
4	40	Dynamic Powers (Select Element)
	50	**TOTAL POINTS**

Third Degree | 75 Character Points

LEVEL	POINTS	STAT
3	6	Mind Stat

LEVEL	POINTS	ATTRIBUTE
3 (5)	6	Armour (Optimised: Select attack element +2; Armour Rating 50 vs. element)
3	3	Attack Mastery (+3 Attack Combat Value)
6	60	Dynamic Powers (Select Element)
	75	**TOTAL POINTS**

FARCE

Some costumed warriors are grim, relentless avengers of the night. These characters are their opposite numbers. Farces know how to have fun and drive opponents batty in the process. Farces are often acrobats or speedsters, using a high DCV to lure opponents off-balance, but what sets a farce apart is a formidable wit. This character's most dangerous weapons are words, getting into a foe's head and taking it apart from the inside. They also tend to be versatile adventurers, since they make hosts of enemies with their weaponised mockery. Strong-willed foes can ignore a Farce's quips, leaving the character vulnerable. Pan is a Farce, using humour and wit to disarm foes of every stripe.

FARCE

First Degree | 10 Character Points

LEVEL	POINTS	STAT
1	2	Soul Stat

LEVEL	POINTS	ATTRIBUTE
1	1	Combat Technique (Lightning Reflexes)
2	2	Defence Mastery (+2 Defence Combat Value)
1	1	Mulligan (2 re-rolls/session)
1	2	Skill Group (Social)
2	2	Taunt (Major Obstacle; select a precise situation)
	10	TOTAL POINTS

Second Degree | 20 Character Points

LEVEL	POINTS	STAT
2	4	Soul Stat

LEVEL	POINTS	ATTRIBUTE
2	2	Combat Technique (Lightning Reflexes x2)
4	4	Defence Mastery (+4 Defence Combat Value)
1	1	Mulligan (2 re-rolls/session)
2	4	Skill Group (Social)
1	1	Special Movement (Fast)
4	4	Taunt (Major Obstacle; select a moderate situation)
	20	TOTAL POINTS

Third Degree | 30 Character Points

LEVEL	POINTS	STAT
3	6	Soul Stat

LEVEL	POINTS	ATTRIBUTE
2	2	Combat Technique (Lightning Reflexes x2)
6	6	Defence Mastery (+6 Defence Combat Value)
2	2	Mulligan (4 re-rolls/session)
3	6	Skill Group (Social)
2	2	Special Movement (Fast, Wall-Bouncing)
6	6	Taunt (Major Obstacle; select a significant situation)
	30	TOTAL POINTS

INVENTOR

In some ways, inventors are the superheroes (and on occasion, supervillains) of our world, most transforming life for the better. In worlds where people fly, throw trucks, and read minds, super-inventors can rival all but the most god-like of entities. For that matter, give them access to alien or future technology, and the greatest inventors can match the mightiest foes. Gadgeteers rely on a variety of small devices to keep foes off-balance, while techknights build suits of armour to challenge powerhouses on equal terms. Versatile, clever, and often powerful, the inventor's greatest weakness is a reliance on tools and equipment. Sentinel-Earth has many inventors, but its most infamous is the Artificer.

INVENTOR

First Degree | 25 Character Points

LEVEL	POINTS	STAT
1	2	Mind Stat

LEVEL	POINTS	ATTRIBUTE
1	2	Data Access (10 cm)
1	1	Gear (Various; 1-2 pieces)
	5	Item: Signature Device (10 Points)
1 (2)	10	Power Flux (Technology; Equipment: Tool Kit +1)
1	3	Skill Group (Scientific)
1	2	Skill Group (Technical)
	25	TOTAL POINTS

Second Degree | 50 Character Points

LEVEL	POINTS	STAT
3	6	Mind Stat

LEVEL	POINTS	ATTRIBUTE
1	2	Data Access (10 cm)
2	2	Gear (Various; Up to 5 pieces)
	10	Item: Signature Device (20 Points)
2 (3)	20	Power Flux (Technology; Equipment: Tool Kit +1)
2	6	Skill Group (Scientific)
2	4	Skill Group (Technical)
	50	TOTAL POINTS

Third Degree | 75 Character Points

LEVEL	POINTS	STAT
5	10	Mind Stat

LEVEL	POINTS	ATTRIBUTE
1	2	Data Access (10 cm)
3	3	Gear (Various; Up to 10 pieces)
	15	Item: Signature Device (30 Points)
3 (4)	30	Power Flux (Technology; Equipment: Tool Kit +1)
3	9	Skill Group (Scientific)
3	6	Skill Group (Technical)
	75	TOTAL POINTS

MASTERMIND

Though commonly associated with villains, the mastermind is one of the most valuable and capable heroes any team could desire, though they often lack powers of their own. Masterminds outwit and outmanoeuvre their foes with their mastery of analysis, tactics, and psychology. Often seen as cold and fearsome, masterminds can also be found among the greatest paragons of virtue, leading their teams with astounding clarity and dedication to preserving life. Masterminds can have trouble with foes who are brilliant, stupid, or mad, since their actions are frequently unpredictable. The dreaded Janus is a straightforward example of a villainous Mastermind.

MASTERMIND

First Degree | 20 Character Points

LEVEL	POINTS	STAT
2	4	Mind Stat
1	2	Soul Stat

LEVEL	POINTS	ATTRIBUTE
1	1	Attack Mastery (+1 Attack Combat Value)
2	2	Defence Mastery (+2 Defence Combat Value)
2	2	Heightened Awareness (+4 roll bonus to awareness)
2	2	Inspire (Allies gain +2 Stat and Skill roll bonus for one scene)
1	1	Mind Shield (+2 roll bonus to resist mental intrusion)
2	6	Skill Group (Detective or Military)
	20	TOTAL POINTS

Second Degree | 30 Character Points

LEVEL	POINTS	STAT
3	6	Mind Stat
2	4	Soul Stat

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery (+2 Attack Combat Value)
2	2	Defence Mastery (+2 Defence Combat Value)
2	2	Heightened Awareness (+4 roll bonus to awareness)
3	3	Inspire (Allies gain +3 Stat and Skill roll bonus for one scene)
2	2	Mind Shield (+4 roll bonus to resist mental intrusion)
3	9	Skill Group (Detective or Military)
	30	TOTAL POINTS

Third Degree | 40 Character Points

LEVEL	POINTS	STAT
4	8	Mind Stat
3	6	Soul Stat

LEVEL	POINTS	ATTRIBUTE
3	3	Attack Mastery (+3 Attack Combat Value)
3	3	Defence Mastery (+3 Defence Combat Value)
2	2	Heightened Awareness (+4 roll bonus to awareness)
3	3	Inspire (Allies gain +3 Stat and Skill roll bonus for one scene)
2	2	Mind Shield (+4 roll bonus to resist mental intrusion)
4	12	Skill Group (Detective or Military)
1	1	Skill Group (Academic)
	40	TOTAL POINTS

POWERHOUSE

More than any other template, the powerhouse is an icon of raw might. Combining strength far beyond normal human potential with the durability to resist bullets and explosions, superhumans of this type are a challenge for any foe. The powerhouse can also lift enormous objects that should otherwise buckle around a fulcrum point as small as hands. Several other templates borrow aspects of the powerhouse due to its utility, but a true powerhouse can overcome almost any enemy in close quarters. The most basic limitation of the powerhouse is a lack of ranged options, but any object becomes a weapon in super-strong hands. The powerhouse dynamo, combining strength with range and mobility, is a popular combination for high-powered campaigns. Sentinel and Iron Duke are their world's mightiest powerhouses.

POWERHOUSE

First Degree | 30 Character Points

LEVEL	POINTS	ATTRIBUTE
4	8	Armour (Armour Rating 20)
1	1	Attack Mastery (+1 Attack Combat Value)
2	2	Combat Technique (Brutal, Critical Strike)
1	1	Melee Attack (+2 Attack bonus – Unarmed)
2	16	Superstrength (2 tonnes; +20 unarmed damage)
2	2	Tough (+20 Health Points)
	30	TOTAL POINTS

Second Degree | 60 Character Points

LEVEL	POINTS	STAT
1	2	Body Stat

LEVEL	POINTS	ATTRIBUTE
8	16	Armour (Armour Rating 40)
1	1	Attack Mastery (+1 Attack Combat Value)
4	4	Combat Technique (Brutal, Critical Strike, Lethal Blow, Rush Attack)
2	2	Melee Attack (+4 Attack bonus – Unarmed)
4	32	Superstrength (50 tonnes; +40 unarmed damage)
3	3	Tough (+30 Health Points)
	60	TOTAL POINTS

Third Degree | 90 Character Points

LEVEL	POINTS	STAT
2	4	Body Stat

LEVEL	POINTS	ATTRIBUTE
12	24	Armour (Armour Rating 60)
2	2	Attack Mastery (+2 Attack Combat Value)
4	4	Combat Technique (Brutal, Critical Strike, Lethal Blow, Rush Attack)
3	3	Melee Attack (+6 Attack bonus – Unarmed)
6	48	Superstrength (1k tonnes; +60 unarmed damage)
5	5	Tough (+50 Health Points)
	90	TOTAL POINTS

PROWLER

No city can escape the scourge of organised crime. The wilderness hides countless dangers. Villains fill their bases with guards and security systems. Prowlers slip past them all, defeating foes and disappearing into the shadows without a trace. Because no master of stealth is perfect, Prowlers are skilled in all forms of combat. Specialised Prowlers like urban avengers or nature protectors might swap different or more narrow Skill Groups for Military, like Adventuring or Street, but the Military Skill Group is always applicable to stealth, infiltration, sabotage, and bypassing security. On Sentinel-Earth, the most famous, respected, and feared Prowler is Caliburn, the Last Knight.

PROWLER

First Degree | 25 Character Points

LEVEL	POINTS	STAT
1	2	Body Stat
1	2	Mind Stat

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery (+2 Attack Combat Value)
1	1	Combat Technique (Brutal)
2	2	Defence Mastery (+2 Defence Combat Value)
2	2	Gear (Various; Up to 5 pieces)
2	2	Heightened Awareness (+4 roll bonus to awareness)
3	9	Skill Group (Military)
2	2	Special Movement (Fast, Untrackable)
1	1	Tough (+10 Health Points)
	25	TOTAL POINTS

Second Degree | 50 Character Points

LEVEL	POINTS	STAT
2	4	Body Stat
2	4	Mind Stat

LEVEL	POINTS	ATTRIBUTE
4	4	Attack Mastery (+4 Attack Combat Value)
3	3	Combat Technique (Brutal, Concealment, Flanking Defence)
4	4	Defence Mastery (+4 Defence Combat Value)
4	4	Gear (Various; Up to 25 pieces)
3	3	Heightened Awareness (+3 roll bonus to awareness)
	5	Item: Signature Armour or Vehicle (10 Points)
4	12	Skill Group (Military)
4	4	Special Movement (Balance, Fast, Swinging, Untrackable)
3	3	Tough (+30 Health Points)
	50	TOTAL POINTS

Third Degree | 75 Character Points

LEVEL	POINTS	STAT
3	6	Body Stat
3	6	Mind Stat

LEVEL	POINTS	ATTRIBUTE
6	6	Attack Mastery (+6 Attack Combat Value)
5	5	Combat Technique (Blind Fighting, Brutal, Concealment, Flanking Defence, Lightning Reflexes)
6	6	Defence Mastery (+6 Defence Combat Value)
4	4	Gear (Various; Up to 25 pieces)
3	3	Heightened Awareness (+3 roll bonus to awareness)
1	1	Heightened Senses (Select One)
	10	Item: Signature Armour or Vehicle (20 Points)
5	15	Skill Group (Military)
2	4	Skill Group (Street)
6	6	Special Movement (Balance, Cat-Like, Fast, Light-Footed, Swinging, Untrackable)
3	3	Tough (+30 Health Points)
	75	TOTAL POINTS

PSYCHIC

Where most superheroes either gain enhancements to their bodies or focus their minds to transform themselves into beings who can challenge metahumans, some have minds that surpass the limits of human thought. With perceptions beyond human senses, psychics wield powers grand and subtle. Some can monitor enemies through walls and across borders. Others can foresee possible futures, allowing them to dodge bullets before they are fired or predict assaults days in advance. Telepathy allows the psychic to co-ordinate allies in an instant, heal mental wounds, or in some cases, dominate the wills of others. More physical manifestations can allow psychics to move objects, shape flame, command lightning, or even step through space, blending the psychic with the dynamo, elemancer, or speedster. Alice, Queen of Hearts and Britannia are examples of combat-oriented psychics.

PSYCHIC

First Degree | 20 Character Points

LEVEL	POINTS	STAT
2	4	Mind Stat
1	2	Soul Stat

LEVEL	POINTS	ATTRIBUTE
1	2	Cognition (Select Type)
1	1	Combat Technique (Judge Opponent)
2	2	Defence Mastery (+2 Defence Combat Value)
2	2	Mind Shield (+4 roll bonus to resist mental intrusion)
1	1	Sixth Sense (Psychic)
2	6	Telepathy
	20	TOTAL POINTS

Second Degree | 40 Character Points

LEVEL	POINTS	STAT
3	6	Mind Stat
1	2	Soul Stat

LEVEL	POINTS	ATTRIBUTE
2	4	Cognition (Select Type)
1	1	Combat Technique (Judge Opponent)
2	2	Defence Mastery (+2 Defence Combat Value)
2	2	Mind Shield (+4 roll bonus to resist mental intrusion)
5 (2)	5	Sixth Sense (Psychic plus one choice; Range: 100 metres -3)
6 (4)	18	Telepathy (Range: 10 metres -2)
	40	TOTAL POINTS

Third Degree | 60 Character Points

LEVEL	POINTS	STAT
4	8	Mind Stat
2	4	Soul Stat

LEVEL	POINTS	ATTRIBUTE
3	6	Cognition (Select Type)
1	1	Combat Technique (Judge Opponent)
3	3	Defence Mastery (+3 Defence Combat Value)
1 (2)	5	Mind Control (Broad Category: Organic Sentients +1)
3	3	Mind Shield (+6 roll bonus to resist mental intrusion)
6 (2)	6	Sixth Sense (Psychic plus one choice; Range: 1 km -4)
8 (6)	24	Telepathy (Range: 10 metres -2)
	60	TOTAL POINTS

SHAPECHANGER

Most metahumans undergo some kind of physical transformation, but for the shapechanger, that transformation never ends. As can be extrapolated from the concept, shapechangers come in a tremendous variety of facets. The most basic shapechangers can deform and elongate their bodies or take on the appearance of other humanoids. Greater control allows for more extreme variation, from altering the body's structure, to changing size, to transforming into animals. The most powerful shapechangers can become nearly anything, from living storms to sentient machines, even duplicating the abilities of those they become. Magistrate might be Sentinel-Earth's most powerful shapechanger, able to become anything from fire to steel to clay in every possible form.

SHAPECHANGER

First Degree | 25 Character Points

LEVEL	POINTS	STAT
1	2	Soul Stat

LEVEL	POINTS	ATTRIBUTE
1	1	Defence Mastery (+1 Defence Combat Value)
2 (1)	20	Dynamic Powers (Major: Shapechanging -1)
1	2	Skill Group (Social)
	25	TOTAL POINTS

Second Degree | 50 Character Points

LEVEL	POINTS	STAT
2	4	Soul Stat

LEVEL	POINTS	ATTRIBUTE
1	1	Defence Mastery (+1 Defence Combat Value)
4 (3)	40	Dynamic Powers (Major: Shapechanging -1)
1	1	Melee Defence (+2 Defence bonus – Unarmed)
2	4	Skill Group (Social)
	50	TOTAL POINTS

Third Degree | 75 Character Points

LEVEL	POINTS	STAT
3	6	Soul Stat

LEVEL	POINTS	ATTRIBUTE
1	1	Defence Mastery (+1 Defence Combat Value)
6 (5)	60	Dynamic Powers (Major: Shapechanging -1)
1	1	Melee Defence (+2 Defence bonus – Unarmed)
1	1	Ranged Defence (+2 Defence bonus – Personal)
3	6	Skill Group (Social)
	75	TOTAL POINTS

SPEEDSTER

Speed may not be the ultimate weapon, but it is certainly an overwhelming advantage. Capable of running faster than any living thing should, the speedster is to movement what the powerhouse is to strength. As with the powerhouse, the speedster does not suffer "logical" difficulties due to their speed; they can perceive the world around them no matter how fast they are. Not only can these characters outpace cars, bullets, and sometimes even jets, they can complete mundane tasks at unimaginable rates. Speedsters often have ancillary abilities ranging from skimming across water and running up walls to creating whirlwinds and vibrating to become living weapons. Slipstream is the fastest speedster of Sentinel-Earth.

SPEEDSTER

First Degree | 20 Character Points

LEVEL	POINTS	STAT
2	4	Body Stat

LEVEL	POINTS	ATTRIBUTE
1	1	Attack Mastery (+1 Attack Combat Value)
1	1	Combat Technique (Lightning Reflexes)
1	1	Defence Mastery (+1 Defence Combat Value)
1	1	Heightened Awareness (+2 roll bonus to awareness)
4	12	Superspeed (3,000 kph)
	20	TOTAL POINTS

Second Degree | 40 Character Points

LEVEL	POINTS	STAT
4	8	Body Stat

LEVEL	POINTS	ATTRIBUTE
3	3	Attack Mastery (+3 Attack Combat Value)
2	2	Combat Technique (Lightning Reflexes x2)
3	3	Defence Mastery (+3 Defence Combat Value)
1	4	Extra Actions (1 Extra Action/round)
2	2	Heightened Awareness (+2 roll bonus to awareness)
3	3	Special Movement (Balance, Wall-Crawling 2)
5	15	Superspeed (10,000 kph)
	40	TOTAL POINTS

Third Degree | 60 Character Points

LEVEL	POINTS	STAT
6	12	Body Stat

LEVEL	POINTS	ATTRIBUTE
5	5	Attack Mastery (+5 Attack Combat Value)
5	5	Combat Technique (Flanking Defence, Lightning Reflexes 2, Rush Attack, Steady Hand)
5	5	Defence Mastery (+5 Defence Combat Value)
2	8	Extra Actions (2 Extra Action/round)
2	2	Heightened Awareness (+2 roll bonus to awareness)
5	5	Special Movement (Balance, Wall-Crawling 2, Water-Walking 2)
6	18	Superspeed (30,000 kph)
	60	TOTAL POINTS

THAUMATURGE

Literally meaning "wonder-worker", the thaumaturge is capable of almost any feat. While this is most often the result of magical prowess, other forms of comic book thaumaturgy exist, from manipulating subatomic particles on a massive scale to sheer divine might. In some realities, quantum fluctuation and godlike status can turn out to be the same thing. Nevertheless, all thaumaturge adventurers have limits on their range, versatility, and strength. Most also have some other limitation, from the common magical requirements of speech and gesture to esoteric access involving an unfathomable power source. On Sentinel-Earth, the Baron and Witchlight are examples of master thaumaturges.

THAUMATURGE

First Degree | 25 Character Points

LEVEL	POINTS	STAT
1	2	Soul Stat

LEVEL	POINTS	ATTRIBUTE
1	1	Immutable (+2 roll bonus to resist bodily effects)
2	20	Dynamic Powers (Primal: Magic -2; Detectable: Hearing, Magic, Sight +2)
2	2	Skill Group (Academic)
	25	TOTAL POINTS

Second Degree | 50 Character Points

LEVEL	POINTS	STAT
2	4	Soul Stat

LEVEL	POINTS	ATTRIBUTE
2	2	Immutable (+4 roll bonus to resist bodily effects)
4	40	Dynamic Powers (Primal: Magic -2; Detectable: Hearing, Magic, Sight +2)
4	4	Skill Group (Academic)
	50	TOTAL POINTS

Third Degree | 75 Character Points

LEVEL	POINTS	STAT
3	6	Soul Stat

LEVEL	POINTS	ATTRIBUTE
3	3	Immutable (+6 roll bonus to resist bodily effects)
6	60	Dynamic Powers (Primal: Magic -2; Detectable: Hearing, Magic, Sight +2)
6	6	Skill Group (Academic)
	75	TOTAL POINTS

WEAPONEER

Occupying a place between champion and inventor, the weaponeer is, as one might expect, a master of armaments. Most train with one, becoming supreme in its use save for other weaponeers. A few, however, become living arsenals, utilising everything from brass knuckles to beam cannons. The weaponeer is the most common sort of gimmick-villain, armed with some particular device that turns the character into a hybrid dynamo. Weaponeers can be found among heroes as well, often with a classic motif like a sword or bow. In most cases, the character uses the most scientifically advanced version of their weapon possible. Swords come alive with humming force at the press of a button, while trick arrowheads range from flash-bursts to drills. On occasion, the weaponeer wields a mystic legend, like Excalibur or Aegis. Archer Gold is the most iconic weaponeer of Sentinel-Earth, legendary for over a century.

WEAPONEER

First Degree | 20 Character Points

LEVEL	POINTS	STAT
1	2	Body Stat

LEVEL	POINTS	ATTRIBUTE
3	3	Combat Technique (Blind Shooting, Extended Range, Portable Armoury)
2	2	Defence Mastery (+2 Defence Combat Value)
2	2	Heightened Awareness (+4 roll bonus to awareness)
	5	Item: Multi-Weapon (See below; 10 Points)
1 (2)	3	Massive Damage (Focussed: Item Weapons +1)
2	2	Ranged Attack (Item Weapons)
1	1	Special Movement (Fast)
	20	TOTAL POINTS

LEVEL	POINTS	WEAPON ATTRIBUTE
2	4	Weapon: Basic Attack (Range: 10 metres -2; Hands +1, Unreliable +1)
2 (3)	2	Weapon: Explosive (Alternate; Area: 3 metres -1, Range: 10 metres -2; Ammo: 6 shots +1, Hands +1, Ignore: Underwater +2)
2 (-1)	2	Weapon: Flash Burst (Alternate; Area: 3 metres -1, Flare: Sight -2, Range: 10 metres -2; Ammo: 6 shots +1, Hands +1)
2 (-1)	2	Weapon: Paralyser (Alternate; Incapacitating -4, Range: 3 metres -1; Ammo: 6 shots +1, Hands +1)
	10	TOTAL POINTS

Second Degree | 40 Character Points

LEVEL	POINTS	STAT
2	4	Body Stat
1	2	Mind Stat

LEVEL	POINTS	ATTRIBUTE
4	4	Combat Technique (Blind Shooting, Extended Range, Portable Armoury, Precise Aim)
4	4	Defence Mastery (+4 Defence Combat Value)
4	4	Heightened Awareness (+8 roll bonus to awareness)
	10	Item: Multi-Weapon (See below; 20 Points)
2 (3)	6	Massive Damage (Focussed: Item Weapons +1)
4	4	Ranged Attack (Item Weapons)
2	2	Special Movement (Fast, Swinging)
	40	TOTAL POINTS

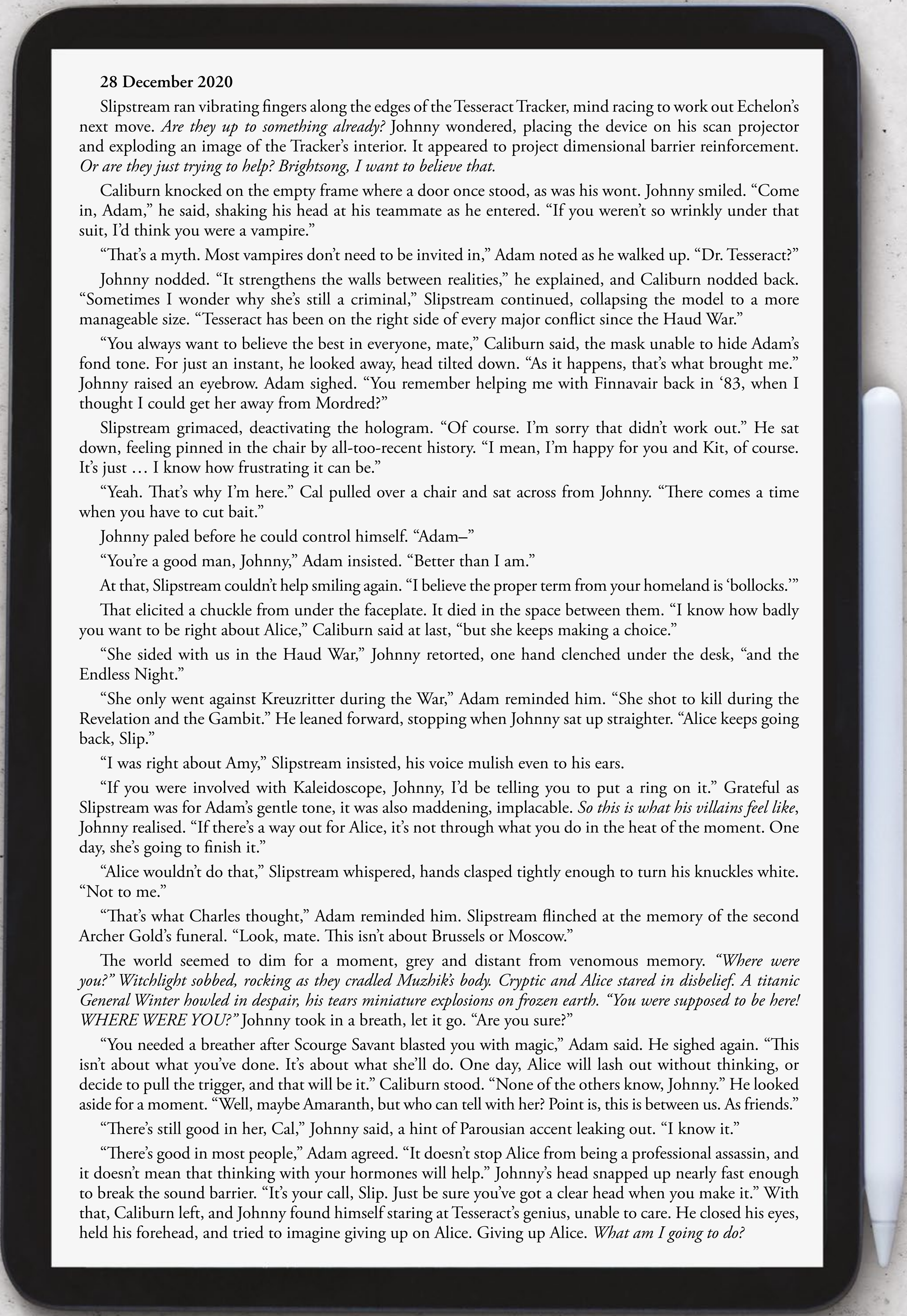
LEVEL	POINTS	WEAPON ATTRIBUTE
4	8	Weapon: Basic Attack (Range: 10 metres -2; Hands +1, Unreliable +1)
4 (5)	4	Weapon: Explosive (Alternate; Area: 3 metres -1, Range: 10 metres -2; Ammo: 6 shots +1, Hands +1, Ignore: Underwater +2)
4 (-1)	4	Weapon: Flash Burst (Alternate; Area: 10 metres -2, Flare: Sight -3, Range: 10 metres -2; Ammo: 6 shots +1, Hands +1)
4 (-1)	4	Weapon: Paralyser (Alternate; Incapacitating -4, Multidimensional -1, Range: 10 metres -2; Ammo: 6 shots +1, Hands +1)
	20	TOTAL POINTS

Third Degree | 60 Character Points

LEVEL	POINTS	STAT
3	6	Body Stat
2	4	Mind Stat

LEVEL	POINTS	ATTRIBUTE
5	5	Combat Technique (Blind Shooting, Concealment, Extended Range, Portable Armoury, Precise Aim)
6	6	Defence Mastery (+6 Defence Combat Value)
6	6	Heightened Awareness (+12 roll bonus to awareness)
	15	Item: Multi-Weapon (See below; 30 Points)
3 (4)	9	Massive Damage (Focussed: Item Weapons +1)
6	6	Ranged Attack (Item Weapons)
3	3	Special Movement (Balance, Fast, Swinging)
	60	TOTAL POINTS

LEVEL	POINTS	WEAPON ATTRIBUTE
6	12	Weapon: Basic Attack (Range: 10 metres -2; Hands +1, Unreliable +1)
6 (7)	6	Weapon: Explosive (Alternate; Area: 3 metres -1, Range: 10 metres -2; Ammo: 6 shots +1, Hands +1, Ignore: Underwater +2)
4 (-1)	4	Weapon: Flash Burst (Alternate; Area: 10 metres -2, Flare: Sight -3, Range: 10 metres -2; Ammo: 6 shots +1, Hands +1)
4 (-1)	4	Weapon: Paralyser (Alternate; Incapacitating -4, Multidimensional -1, Range: 10 metres -2; Ammo: 6 shots +1, Hands +1)
4 (-1)	4	Weapon: Screamer (Alternate; Area: 10 metres -2, Flare: Hearing -2, Range: 100 metres -3; Ammo +1, Hands +1)
	30	TOTAL POINTS



28 December 2020

Slipstream ran vibrating fingers along the edges of the Tesseract Tracker, mind racing to work out Echelon's next move. *Are they up to something already?* Johnny wondered, placing the device on his scan projector and exploding an image of the Tracker's interior. It appeared to project dimensional barrier reinforcement. *Or are they just trying to help? Brightsong, I want to believe that.*

Caliburn knocked on the empty frame where a door once stood, as was his wont. Johnny smiled. "Come in, Adam," he said, shaking his head at his teammate as he entered. "If you weren't so wrinkly under that suit, I'd think you were a vampire."

"That's a myth. Most vampires don't need to be invited in," Adam noted as he walked up. "Dr. Tesseract?"

Johnny nodded. "It strengthens the walls between realities," he explained, and Caliburn nodded back. "Sometimes I wonder why she's still a criminal," Slipstream continued, collapsing the model to a more manageable size. "Tesseract has been on the right side of every major conflict since the Haud War."

"You always want to believe the best in everyone, mate," Caliburn said, the mask unable to hide Adam's fond tone. For just an instant, he looked away, head tilted down. "As it happens, that's what brought me." Johnny raised an eyebrow. Adam sighed. "You remember helping me with Finnavair back in '83, when I thought I could get her away from Mordred?"

Slipstream grimaced, deactivating the hologram. "Of course. I'm sorry that didn't work out." He sat down, feeling pinned in the chair by all-too-recent history. "I mean, I'm happy for you and Kit, of course. It's just … I know how frustrating it can be."

"Yeah. That's why I'm here." Cal pulled over a chair and sat across from Johnny. "There comes a time when you have to cut bait."

Johnny paled before he could control himself. "Adam–"

"You're a good man, Johnny," Adam insisted. "Better than I am."

At that, Slipstream couldn't help smiling again. "I believe the proper term from your homeland is 'bollocks.'"

That elicited a chuckle from under the faceplate. It died in the space between them. "I know how badly you want to be right about Alice," Caliburn said at last, "but she keeps making a choice."

"She sided with us in the Haud War," Johnny retorted, one hand clenched under the desk, "and the Endless Night."

"She only went against Kreuzritter during the War," Adam reminded him. "She shot to kill during the Revelation and the Gambit." He leaned forward, stopping when Johnny sat up straighter. "Alice keeps going back, Slip."

"I was right about Amy," Slipstream insisted, his voice mulish even to his ears.

"If you were involved with Kaleidoscope, Johnny, I'd be telling you to put a ring on it." Grateful as Slipstream was for Adam's gentle tone, it was also maddening, implacable. *So this is what his villains feel like*, Johnny realised. "If there's a way out for Alice, it's not through what you do in the heat of the moment. One day, she's going to finish it."

"Alice wouldn't do that," Slipstream whispered, hands clasped tightly enough to turn his knuckles white. "Not to me."

"That's what Charles thought," Adam reminded him. Slipstream flinched at the memory of the second Archer Gold's funeral. "Look, mate. This isn't about Brussels or Moscow."

The world seemed to dim for a moment, grey and distant from venomous memory. *"Where were you?" Witchlight sobbed, rocking as they cradled Muzhik's body. Cryptic and Alice stared in disbelief. A titanic General Winter howled in despair, his tears miniature explosions on frozen earth. "You were supposed to be here! WHERE WERE YOU?"* Johnny took in a breath, let it go. "Are you sure?"

"You needed a breather after Scourge Savant blasted you with magic," Adam said. He sighed again. "This isn't about what you've done. It's about what she'll do. One day, Alice will lash out without thinking, or decide to pull the trigger, and that will be it." Caliburn stood. "None of the others know, Johnny." He looked aside for a moment. "Well, maybe Amaranth, but who can tell with her? Point is, this is between us. As friends."

"There's still good in her, Cal," Johnny said, a hint of Parousian accent leaking out. "I know it."

"There's good in most people," Adam agreed. "It doesn't stop Alice from being a professional assassin, and it doesn't mean that thinking with your hormones will help." Johnny's head snapped up nearly fast enough to break the sound barrier. "It's your call, Slip. Just be sure you've got a clear head when you make it." With that, Caliburn left, and Johnny found himself staring at Tesseract's genius, unable to care. He closed his eyes, held his forehead, and tried to imagine giving up on Alice. Giving up Alice. *What am I going to do?*

SIZE TEMPLATES

Size Templates help describe the benefits and drawbacks your character receives for being any size other than Medium (i.e. the size of a normal human). Size Ranks are shown in Table 3-2: Size Modifiers, along with a summary of effects. In brief, larger characters gain the following modifiers compared to smaller characters: taller, more massive, stronger, more damaging, tougher skin, faster, have a hard time hitting targets with ranged attacks, and easier to hit with ranged attacks.

If your character is roughly the same size as a Medium human (approximately 1-2 metres tall), you can ignore this Size Template section when creating your character.

UNUSABLE ENTRIES

The Attributes and Defects associated with Size Templates cross all species boundaries and are created to have the widest application possible. Each Size Rank larger than Medium consists of a package of Attributes and Defects worth a total of 10 Character Points while each Size Rank smaller than Medium returns 10 Character Points (i.e. the value of the Defects exceeds the value of the Attributes by 10 Points). This list of packaged advantages and disadvantages may not apply to all creatures or characters, though.

For example, smaller creatures gain a bonus to hit with ranged weapons (the Ranged Attack Attribute), but small animals such as cats and toads do not usually have the capabilities to launch ranged attacks. In this situation, the Unique Defect that reduces the distance of thrown weapons would not apply either. When applying Size Templates to animals and creatures incapable of being impacted by some of the Attributes and Defects included in the Template, simply do not include those entries and adjust the Rank cost appropriately.

The animal stats in the Table 11-1 provided on page 289 in the Companions Chapter already have the non-applicable Attribute and Defect entries removed before calculating their Point costs.

ALTERNATIVELY, KEEP IT SIMPLE

Of course, the alternative when dealing with animals and background creatures is to maintain the associated Size Template costs exactly as they are at the normal +/-10 Points/Rank, including Attribute and Defect entries that wouldn't normally apply. This decision may produce unbalanced results, but typically won't have a significant impact on gameplay.

IGNORING SIZE TEMPLATES

Some player groups may find Size Templates too detailed and "realistic" for their needs. Although the parameters for each Size Rank maintain a certain game logic (i.e. bigger characters are heavier, can lift more, punch harder, have trouble hitting small things with ranged weapons, throw further, and run faster), these specifics may not be desirable for all groups. You can ignore Size Templates completely and only assign characters the Attributes and Defects you want instead.

LARGER CHARACTERS

For every Size Rank greater than Medium, or when increasing each Size Rank, consider the following cumulative modifiers:

- x2 height and x8 mass (-2 Point)
- x5 lifting capacity (+8 Points)
- +10 to damage influenced by strength (0 Points; included in +8 Points above)
- +10 Armour Rating (+4 Points)
- -2 to hit penalty with ranged attacks (-1 Point)
- -2 defending penalty against ranged attacks (-1 Point)
- x2 distance when using a thrown weapon (+1 Point)
- x2 running speed (+1 Point)

TOTAL +10 Points

SMALLER CHARACTERS

For every Size Rank smaller than Medium, or when decreasing each Size Rank, consider the following cumulative modifiers:

- ÷2 height and ÷8 mass (+2 Point)
- ÷5 lifting capacity (-6 Points)
- -10 to damage influenced by strength (-2 Points)
- +10 damage received from all attacks (-4 Points)
- +2 to hit bonus with ranged attacks (+1 Point)
- +2 defending bonus against ranged attacks (+1 Point)
- ÷2 distance when using a thrown weapon (-1 Point)
- ÷2 running speed (-1 Point)

TOTAL -10 Points

MODIFIED SHRINKING TEMPLATES

Some super-beings capable of shrinking (see the Size Change Attribute, page 110) do not become lighter, weaker, or more vulnerable when tiny. Through strange magic, metahuman transformation, or sufficiently advanced science, these characters compress their mass rather than becoming weak and frail. A size reduction still imposes running speed and throwing distance limitations, though. Each Modified Size Rank provides cumulative benefits and drawbacks while shrunken.

SHRINKING CHARACTERS

2 Character Points each Size Rank smaller than Medium

LEVEL	POINTS	ATTRIBUTE
1	1	Ranged Attack (All)
1	1	Ranged Defence (All)
1	2	Unique Attribute (Small, light, and unobtrusive)
RANK	**POINTS**	**DEFECT**
1	-1	Unique Defect (÷2 running Speed)
1	-1	Unique Defect (÷2 thrown weapon distance)
	2	**TOTAL CHARACTER POINTS**

ASSIGNING SIZE

Look at Table 3-2 and select the Size Rank that best describes your character. Then select an appropriate mass for that size, adjusting appropriately if your character varies from the human norm (for example, not sharing human proportions, not made of flesh and bone, etc.).

Record the modifiers in terms of the Attributes and Defects indicated below:

HEIGHT AND MASS MODIFIER

» Each x2 Height and x8 Mass is a Unique Defect (Big, heavy, and obvious). Points returned: 2 Points

» Each ÷2 Height and ÷8 Mass is a Unique Attribute (Small, light, and unobtrusive). Total cost: 2 Point

LIFTING CAPACITY

» Each x5 lifting modifier adds 1 Level of Superstrength. Total cost: 8 Points

» Each ÷5 lifting modifier is a Unique Defect (÷5 lifting capacity), which can be considered close to -1 Level of Superstrength. Points returned: 6 Points

DAMAGE MODIFIER

» Each +10 damage modifier for strength-related attacks is already part of the 1 Level of Superstrength listed above. Total cost: 0 Points

» Each -10 strength damage modifier is a Unique Defect (-10 strength damage). Points returned: 2 Points

ARMOUR RATING

» Each +10 Armour Rating bonus adds +2 Levels of Armour. Total cost: 4 Points

» Each extra 10 damage received from all attacks is a Unique Defect (Suffers 10 extra damage from all attacks), which can be considered equal to -2 Levels of Armour. Points returned: 4 Points

HITTING WITH RANGED ATTACKS

» Each -2 penalty to hit with ranged attacks adds 1 Rank of Inept Attack (Ranged). Points returned: 1 Point

» Each +2 bonus to hit with ranged attacks adds 1 Level of Ranged Attack (All Weapons). Total cost: 1 Point

DEFENDING AGAINST RANGED ATTACKS

» Each -2 penalty to defend against ranged attacks adds 1 Rank of Inept Defence (Ranged). Points returned: 1 Point

» Each +2 bonus to defend against ranged attacks adds 1 Level of Ranged Defence (All attacks). Total cost: 1 Point

THROWING DISTANCE

» Each x2 distance modifier is a Unique Attribute (x2 thrown weapon distance). Total cost: 1 Point

» Each ÷2 distance modifier is a Unique Defect (÷2 thrown weapon distance). Points returned: 1 Point

RUNNING SPEED

» Each x2 running speed modifier adds 1 Level of Special Movement (Fast). It does not affect the Ground Speed or Superspeed Attributes. Total cost: 1 Point

» Each ÷2 running speed modifier is a Unique Defect (÷2 running speed). It does not affect the Ground Speed or Superspeed Attributes. Points returned: 1 Point

INANIMATE OBJECT MODIFIERS

When a size category other than Medium is assigned to an inanimate object that may be used in combat (such as a robot drone), the Item must have either the Mini Object Attribute (smaller than Medium; page 98) or the Awkward Size Defect (larger than Medium; page 153). Each Mini Object Level cost 2 Points, while each Awkward Size Rank returns 2 Points.

Similar to the rule for characters, smaller Items can hit larger Items in ranged combat more easily, and larger Items have a harder time hitting smaller Items. For every Size Rank the target is smaller than the attacker, the attacker suffers a -2 penalty to hit with a ranged weapon. Conversely, for every Size Rank the target is larger than the attacker, the attacker receives a +2 bonus with a ranged weapon. For example, if a Diminutive Item (Size -3) and a Large Item (Size 1) are in ranged combat – a difference of 4 Size Ranks – the Diminutive Item gains a +8 bonus to hit while the huge Item gains a -8 penalty to hit.

SIZE HITTING MODIFIERS

While many of the effects of size make intuitive sense, the two ranged combat modifiers might seem odd. The examples below illustrate the logic of the rules, though.

Consider firing an arrow at three targets – a penny, a car, and a skyscraper – from across the street. The penny would be the most difficult to hit, and the skyscraper the easiest. Consequently, it makes sense that a large character would suffer a penalty to hit a smaller opponent in ranged battle, and vice versa.

When two opponents of the same relative size engage in ranged combat with each other, no modifiers should apply. That is, any bonuses they receive to hit will balance with any penalties they receive to be hit. Absolute Power uses an oppositional rolling system during combat, and thus a penalty on one roll is functionally the same as a bonus on the opposing roll.

So how do we represent this? A larger-than-Medium character receives a penalty to their Attack Combat Value and Defence Combat Value when relating to ranged combat against all opponents. A smaller-than-Medium character receives a corresponding bonus to their two Combat Values against all ranged opponents. If two combatants the same size clash, the bonuses and penalties cancel each other out. Similarly, the bonuses and penalties cancelling also applies to the damage modifier and Armour Rating for each Size Rank.

The modifiers might not be intuitive, but they work!

3-2: SIZE MODIFIERS

SIZE	RANK	TYPICAL HEIGHT/ LENGTH	TYPICAL MASS	LIFTING CAPACITY	STRENGTH DAMAGE MODIFIER	ARMOUR RATING OR EXTRA DAMAGE RECEIVED	RANGED MODIFIER TO HIT/ DEFEND	RANGE & SPEED MULTIPLIER
Point	-10	100-400 µm	1-40 µg	÷ 5 M	-100	+100 damage	+20	÷ 1,000
Mote	-9	500-900 µm	50-500 µg	÷ 1 M	-90	+90 damage	+18	÷ 500
Speck	-8	1-4 mm	1- 5mg	÷ 250 k	-80	+80 damage	+16	÷ 250
Minute	-7	5-9 mm	6-40 mg	÷ 50 k	-70	+70 damage	+14	÷ 125
Wee	-6	1-2 cm	50-500 mg	÷ 10 k	-60	+60 damage	+12	÷ 60
Teeny	-5	3-4 cm	1-5 g	÷ 2.5 k	-50	+50 damage	+10	÷ 30
Fine	-4	5-9 cm	6-30 g	÷ 500	-40	+40 damage	+8	÷ 15
Diminutive	-3	10-24 cm	50-300 g	÷ 100	-30	+30 damage	+6	÷ 8
Tiny	-2	25-49 cm	500 g - 2 kg	÷ 25	-20	+20 damage	+4	÷ 4
Small	-1	50-99 cm	6-20 kg	÷ 5	-10	+10 damage	+2	÷2
Medium	0	1-2 m	50 - 150 kg	—	—	—	—	—
Large	1	3-4 m	200 - 1,200 kg	x 5	+10	+10 AR	-2	x 2
Huge	2	5-8 m	1.5 - 8 tonnes	x 25	+20	+20 AR	-4	x 4
Mammoth	3	9-15 m	10 - 60 tonnes	x 100	+30	+30 AR	-6	x 8
Gigantic	4	16-30 m	75 - 500 tonnes	x 500	+40	+40 AR	-8	x 15
Gargantuan	5	31-60 m	550 - 4,000 tonnes	x 2.5 k	+50	+50 AR	-10	x 30
Colossal	6	61-125 m	4 k – 30 k tonnes	x 10 k	+60	+60 AR	-12	x 60
Enormous	7	126-250 m	40 k – 250 k tonnes	x 50 k	+70	+70 AR	-14	x 125
Monstrous	8	251-500 m	300 k – 2 M tonnes	x 250 k	+80	+80 AR	-16	x 250
Titanic	9	500-1,000 m	2 M – 15 M tonnes	x 1 M	+90	+90 AR	-18	x 500
Monumental	10	1-2 km	15 M – 125 M tonnes	x 5 M	+100	+100 AR	-20	x 1,000

SMALLER-THAN-MEDIUM TEMPLATE EXAMPLE

Size Rank -2: Tiny | -20 Character Points

LEVEL	POINTS	ATTRIBUTE
2	2	Ranged Attack (All attacks)
2	2	Ranged Defence (All attacks)
2	4	Unique Attribute (Small, light, and unobtrusive)

RANK	POINTS	DEFECT
2	-4	Unique Defect (-20 strength damage)
2	-12	Unique Defect (÷25 lifting capacity)
2	-2	Unique Defect (÷4 running speed)
2	-8	Unique Defect (Suffers 20 extra damage from all attacks)
2	-2	Unique Defect (÷4 thrown weapon distance)
	-20	**TOTAL CHARACTER POINTS**

LARGER-THAN-MEDIUM TEMPLATE EXAMPLE

Size Rank 1: Large | 10 Character Points

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
1	1	Special Movement (Fast)
1	8	Superstrength (500 kg; +10 unarmed damage)
1	1	Unique Attribute (x2 thrown weapon distance)

RANK	POINTS	DEFECT
1	-1	Inept Attack (Ranged)
1	-1	Inept Defence (Ranged)
1	-2	Unique Defect (Big, heavy, and obvious)
	10	**TOTAL CHARACTER POINTS**

ORIGIN TEMPLATES

Origin Templates are base power sets for a selection of alien life forms and patterns of superhuman empowerment. Unlike the Power Templates presented earlier, Origin Templates arise from a particular continuity. The Origin Templates in Absolute Power are derived from Sentinel-Earth, representing a wide variety of sources from that setting. Patterns in Sentinel-Earth's background energy field, aliens with variant biology, training and equipment from Earth's global forces, and wonders from the stars all provide origins for costumed adventurers.

IMMORTALS OF CONCORDANCE

Those born from the primal energies of the universe can be found among humanity's defenders, though some are more distant than others. From sentient myths that breathe ether to living gods of science and power, these beings of wonder and terror watch from the far edges of human imagination. Heroes and villains to equal demigods arise from these eternal legends.

ERDALA

On Sentinel-Earth the erdala are the source of countless legends, each ascribing to them varying levels of magic, whimsy, and mystery. The truth is that there are erdala of every people and culture, part of all mystic legends. They wield the Fairlight, a glamorous magic of tremendous versatility, and need little in their eternal lives they cannot conjure. However, they falter within hours of being deprived the magical ether that sustains them, and most are defenceless against base, mundane lead.

ERDALA

30 Character Points

LEVEL	POINTS	STAT
2	4	Body Stat
2	4	Mind Stat
4	8	Soul Stat

LEVEL	POINTS	ATTRIBUTE
1	10	Dynamic Powers (Primal: Magic -2; Detectable: Magic +1, Ignore: Lead +1)
2	2	Features (Ambidexterity, Appearance, Foreign Language: Select One, Rapid Recovery)
1	1	Heightened Awareness (+2 awareness bonus)
5 (4)	10	Resilient (Ageing: Complete -1; Disease, Lack of Air, Lack of Sustenance)

RANK	POINTS	DEFECT
1	-3	Special Requirement (Magical Ether)
3	-6	Vulnerability (Lead)
	30	TOTAL POINTS

LODESTARS

Lodestars are beings of fantastic power. Three took human form after settling in Earth's aura, with the rest either born from that aura or descended from Lodestar unions. All wield some elemental power related to their nature. The mightiest command the Godforce, the nigh-invincible legacy of the Lodestars. While many such living gods have personal foibles to match their legendary status, all share a weakness to powers that oppose the Concord, the energy that defines them.

LODESTARS

70 Character Points

LEVEL	POINTS	STAT
3	6	Body Stat
3	6	Mind Stat
4	8	Soul Stat

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
1	1	Connected (Ur)
1	10	Dynamic Powers (Select One)
3	3	Immutable (+6 roll bonus to resist bodily effects)
2	2	Mind Shield (+4 roll bonus to resist mental intrusion)
2	4	Portal (Selected Universe to Concordance, Concordance to Selected Universe)
1	5	Regeneration (5 Health Points/round)
4 (3)	8	Reincarnation (1 day; Difficult to Stop: Must be destroyed by anti-Concord forces -1)
8 (7)	16	Resilient (Ageing: Complete -1; Airborne Toxins, Disease, Lack of Air, Poisons, Lack of Sleep, Lack of Sustenance)
1	1	Sixth Sense (Concord Godforce)

RANK	POINTS	DEFECT
2	-4	Vulnerability (Anti-Concord Forces)
	70	TOTAL POINTS

XIAN

As varied as the humans from which these immortals spring, xian are those mystics, scientists, demigods, and other gifted folk who draw on a particular imprint in the terrestrial aura known as the Concordance. This ideogram copies itself onto the totality of a xian, binding body, mind, and spirit together. While they have no common powers other than the ability to heal from any wound, even death itself, most xian develop Attributes ranging from psychic powers to the Fairlight or Godforce of their cousins. All xian are rules unto themselves, however. One ancient xian can wield little more than cunning born of millennia, while another less than a century old might command impressive mystic might. "Anti-Concord forces" refers to powers and entities opposed to the reality defined by Concord energies. These include Malignance, Nightfall, and Black Hole Gods, though others are possible.

XIAN

15 Character Points

LEVEL	POINTS	ATTRIBUTE
1	5	Regeneration (5 Health Points/round)
2 (1)	4	Reincarnation (1 month; Difficult to Stop: Must be destroyed by anti-Concord forces -1)
3 (2)	6	Resilient (Ageing: Complete -1; Disease)
	15	**TOTAL POINTS**

ORGANISATIONS

Membership in one of Sentinel-Earth's heroic organisations can provide a wide variety of benefits. Each includes a baseline of training, offering connections and equipment in exchange for loyalty. Such membership has its obligations, but guarantees backup and resources few rivals can match.

UNION JOINT TASK FORCE

Unlike the Wardenclyffe template, UNION's represents connections, basic training, and standard equipment for superheroes who join the Joint Task Force. Commander Deva drills every recruit in defensive manoeuvres and situational awareness, so they can survive to find and protect those in need. The rest of the benefits come from UNION's resources, both tangible and otherwise. The UNION suit, respected and mocked for a variety of reasons, provides a broad array of protection (see page 254 for stats). It is bulletproof, provides an hour's safety in most environments, and, most importantly, protects metahumans from effects that dampen or neutralise their powers. It does not prevent mimics from duplicating them, but each suit makes its wearer all but immune to nullifier technology.

UNION JTF MEMBERS

20 Character Points

LEVEL	POINTS	ATTRIBUTE
3	3	Connected (UNION)
2	2	Defence Mastery
3	3	Gear (Various; Up to 10 pieces)
1	1	Heightened Awareness (+2 awareness bonus)
	13	Item (UNION Suit)
RANK	**POINTS**	**DEFECT**
1	-2	Obligated (UNION)
	20	**TOTAL POINTS**

WARDENCLYFFE FIELD AGENTS – THE WARDENS

Human Wardens train in many fields of combat, able to set up all manner of gear anywhere on Earth. With tested minimums in physical, mental, and emotional capability, Wardenclyffe Agents are expected to be versatile and capable in any situation. Once an applicant proves worthy as both a moral and competent agent, the Wardenclyffe Agency issues them weapons, armour, and gear designed to aid them in dealing with basic threats (see page 277 for stats on the Warden Tech). The provided gear is a baseline; agents who deal with greater threats receive more formidable equipment.

WARDENS

30 Character Points

LEVEL	POINTS	STAT
1	2	Body Stat
3	6	Mind Stat
2	4	Soul Stat
LEVEL	**POINTS**	**ATTRIBUTE**
1	1	Attack Mastery
1	1	Combat Technique (Portable Armoury)
2	2	Connected (Wardenclyffe Agency)
1	1	Defence Mastery
5	5	Gear (Various; Up to 50 pieces)
	10	Item: Warden Tech (20 Points)
RANK	**POINTS**	**DEFECT**
1	-2	Obligated (Wardenclyffe)
	30	**TOTAL POINTS**

SUPERPOWER CRISIS RESPONSE UNITS

In most settings where superhuman criminals have been active for over a decade, police units develop to adapt. With the introduction of the portable zapper (page 251) SWAT units became capable of challenging lower-powered supervillains without any help from superheroes. At the same time, most metahuman criminals are more dangerous than entire gangs of normal humans. On Sentinel-Earth, after the development of Empire City's Marvels Tactical Unit (MTU) and Los Angeles's Crisis Assist for Parahuman Entities (yes, they are called CAPE), world governments developed the general term of Superpower Crisis Response Units. See the MTU Officer in the Companions chapter for the average member's Attributes (page 270).

HAUD REGIME SPECIES

The Milky Way Galaxy that is Sentinel-Earth's home contains a wide variety of sentient species. The most dangerous known region is ruled by the Haud: supremacist reptilian leaders of a widespread colonial empire. The three example species provided herein are those that humans are most likely to encounter in the Sentinel-Earth universe.

HAUD

The vast majority of this species dominates the Haud Regime that bears its name. Regime Haud believe it is their right to travel from planet to planet, exploiting and enslaving the indigenous populations. These two-metre-tall reptiles are extremely hearty, efficient, and naturally adaptable – ideal qualities that assist in their activities. Their one significant weakness is cold, and consequently they avoid conquering planets too far from the warmth of a sun. Rebellious Haud can be found in the Regime's rival state, the Stellar Alliance of Sovereignties, where they are among the most fierce and devoted protectors of liberty.

HAUD

70 Character Points

LEVEL	POINTS	STAT
2	4	Body Stat

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
3	3	Attack Mastery
4	4	Combat Technique Brutal, Lethal Blow, Lightning Reflexes x2)
2	2	Defence Mastery
1	4	Extra Actions (1 Extra Action/round)
2	2	Features (Long Tongue, Longevity, Nictitating Membrane)
3	3	Heightened Senses (Smell, Sight, Taste)
3	3	Jumping (x30 normal)
1	5	Regeneration (5 Health Points/round)
6 (5)	12	Resilient (Poisons: Complete -1; Airborne Toxins, Disease, Lack of Food, Lack of Sleep)
6	6	Special Movement (Balance, Cat-Like, Fast, Slithering, Wall-Crawling 2)
1	8	Superstrength (500 kg; +10 unarmed damage)
1 (4)	3	Telepathy (Specific Category: Haud +3)
4	4	Tough
1	2	Undetectable (Infrared; Potent -1; Nonadjacent +1)
3 (2)	6	Weapon: Fangs and Claws (Penetrating -1)

RANK	POINTS	DEFECT
1	-2	Achilles Heel (Cold-Based Attacks)
1	-2	Bane (Freezing Temperatures)
1	-1	Unappealing (Frightening Visage)
	70	TOTAL POINTS

PAROUSIANS

20 Character Points

LEVEL	POINTS	STAT
3	6	Body Stat

LEVEL	POINTS	ATTRIBUTE
2	2	Combat Technique (Flanking Defence, Lightning Reflexes)
1	4	Extra Actions (1 Extra Action/round)
2	4	Resilient (Ageing, Disease)
2	6	Superspeed (300 kph)

RANK	POINTS	DEFECT
1	-2	Obligated or Wanted (Haud Regime)
	20	TOTAL POINTS

PAROUSIANS

Parousia is the "jewel of the Haud Regime" due to the hyper-accelerated natives. Agile, swift, and capable of working at far greater speeds than any other species in known space, Parousians have been exploited since the Haud conquered their world 16 centuries earlier. Parousian society suffers from deep divisions between those who wish to co-operate with the Regime occupation and those who resist. Parousians who profess loyalty to the Haud Empire pour their passion into proving that the Regime can trust them with home rule. The resistance fights Haud oppression with all the tools at their disposal. Parousians appear almost identical to humans, though the two species are not able to produce children barring extreme genetic manipulation.

RESERPANS

50 Character Points

LEVEL	POINTS	STAT
2	4	Body Stat
4	8	Mind Stat

LEVEL	POINTS	ATTRIBUTE
2	2	Features (Ambidexterity, Low-Light Vision, Ultrasonic Communication)
1	1	Healing (5 Health Points)
2	2	Heightened Senses (Hearing, Taste)
3 (5)	15	Mind Control (Broad Category: Organic Sentients +1; Concentration +1)
3	12	Telekinesis (100 kg)
3 (4)	9	Telepathy (Broad Category: Organic Sentients +1)

RANK	POINTS	DEFECT
1	-1	Fragile
1	-2	Obligated or Wanted (Haud Regime)
	50	TOTAL POINTS

RESERPANS

The infamous “greys” of modern myth derive from Regime forces stranded on Earth, who became more active after America deployed the first atomic bombs. The oldest and most advanced species in the Haud Empire, these capable psychics joined out of self-preservation in the face of a terrible threat. Regime Reserpans apply their formidable technology to promote the empire’s interests and seek the secrets of the few species more advanced than they. Rebellious Reserpans flee to the Stellar Alliance, where they use those same gifts to oppose Haud aggression.

STELLAR ALLIANCE SPECIES

Founded in defiance of the Haud Regime, the Stellar Alliance of Sovereignties (SAS) has grown to rival its enemy in size, wealth, and power. Earth first encountered its many species during the Regime’s invasion. Alliance forces attempt to minimise their influence on humanity, but contact remains necessary to protect Sentinel-Earth from the Haud. Few of the three founding species join the Regime, but the Stellar Alliance has enough crime and villainy that superheroes could encounter members of nearly any species as enemies. More details on each culture can be found in the Beyond Earth chapter for Sentinel-Earth (Book Two, page 203).

AILURONS

This feline species possesses tremendous reflexes that grant it natural combat prowess. Combined with claws that provide brutal close-quarters options and senses sharper than those of most species, Ailurons are commonly found on Earth advising humanity in efforts against the Haud. Every Ailuron also appears to have a small reserve of probability shifting (or “luck”) that gives them a chance when faced with poor odds. Though Ailurons comprise the plurality of SAS military forces, they are a varied species with interests as diverse as any other.

CHONDROKS

Among the most alien species in appearance – somewhat resembling upright beetles – Chondroks are the most human-like Alliance species in psychology. Chondroks are gregarious and xenophilic, and eager to promote liberty, commerce, and unity. The primary difference between Chondrok and human societies is the Chondroks’ hesitancy to engage in military conflict. Though swift and tough, Chondroks are sensitive to a wide variety of vibrations and their vision is much less focused than a human’s. Binocular technology must be designed to fit each Chondrok individually to compensate for their large, faceted eyes.

OTINGANS

Members of this brilliantly attractive avian species rival the Reserpans in all matters intellectual. They compensate for their fragility with extraordinary senses and flight capabilities. Otingans are most often found in scientific or technological organisations. Large numbers study numerous fields as well, though, so neither the Gear nor Skill Group Attributes are part of their template.

AILURONS

25 Character Points

LEVEL	POINTS	STAT
3	6	Body Stat

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
3	3	Combat Technique (Brutal, Lethal Blow, Lightning Reflexes)
1	1	Defence Mastery
2	2	Features (Ambidexterity, Fur, Low-Light Vision, Retractable Claws)
2	2	Heightened Senses (Hearing, Smell)
1	1	Jumping (x3 normal)
1	1	Mulligan (2 re-rolls/session)
2	4	Resilient (Intense Cold, Sleep)
3	3	Special Movement (Balance, Cat-Like, Speedburst)
	25	**TOTAL POINTS**

CHONDROKS

5 Character Points

LEVEL	POINTS	STAT
1	2	Soul Stat

LEVEL	POINTS	ATTRIBUTE
1	2	Armour (Armour Rating 5)
1	1	Features (Ultrasonic Communication)
2	2	Supersense (Vibration; 100 metres)
1	1	Special Movement (Fast)

RANK	POINTS	DEFECT
1	-3	Sensory Impairment (Near-sighted)
	5	**TOTAL POINTS**

OTINGANS

15 Character Points

LEVEL	POINTS	STAT
4	8	Mind Stat
1	2	Soul Stat

LEVEL	POINTS	ATTRIBUTE
1	1	Features (Appearance, Direction Sense)
1 (3)	3	Flight (100 kph; Maintain +1, Spread +1)
1	1	Heightened Awareness (+2 awareness bonus)
1	1	Heightened Senses (Sight)
1	1	Mind Shield (+2 bonus vs. mental intrusion)

RANK	POINTS	DEFECT
2	-2	Fragile
	15	**TOTAL POINTS**

EMPOWERMENT SOURCES

Most methods of gaining superpowers are unusual, sometimes even unique. Exposure to dangerous energy sources (such as radiation) is typically lethal, while the lucky one-in-a-million gains superhuman strength or speed. In some cases, however, advanced societies wielding magic or technology beyond human understanding can provide reliable applications of power.

MONITOR CORPS ARMOUR

This basic suit of patrol armour, nicknamed "Helms" for their distinctive helmets, turns a viable candidate into a heroic member of the Monitor Corps. Each suit adapts to its wearer, learning a form that matches its chosen wielder's needs. The armour's base Attributes allow a being with few or no meta-powers of their own to fight alongside Monitor Corps superheroes with a legitimate chance of survival in many environments. Some suits adapt to provide more systems, or spark innate superpowers within the wearer, but all provide a suite of basic abilities.

MONITOR CORPS ARMOUR

80 Character Points

LEVEL	POINTS	ATTRIBUTE
1	1	Alternate Identity (Select One)
6	12	Armour (Armour Rating 30)
4	4	Features (Alarm System, Camera, Comms, GPS, Identity Verifier, Language Translator 3, Medical Kit, Self-Cleaning, Tool Kit)
4 (5)	12	Flight (1,000 kph; Detectable: Psychic +1)
11 (8)	22	Resilient (Airborne Toxins, Lack of Air, Radiation: Complete -3; Disease, Intense Cold, Intense Heat, Intense Light, Low Pressure)
7 (9)	7	Spaceflight (Lightspeed x10k; Concentration +1, Detectable: Psychic +1)
3 (6)	12	Telekinesis (100 tonnes; Concentration +1, Detectable: Hearing, Psychic, Sight +2)
5	10	Weapon: Force Beam (Range: 100 metres -3; Backlash +1, Non-Penetrating +2)
	80	TOTAL (40 POINT ITEM)

STARBRIGHT EMPOWERMENT

Throughout the multiverse around Sentinel-Earth, the most famous of all interstellar superheroes are members of the Starbright Patrol. Each Starbright is chosen for their tremendous strength of spirit and is invested with a significant fraction of Nimbus energy that grants them powers to rival demigods. A Patrol member's base form gains immunity to ageing and cold, resilience to disease and heat, and slight protection from mental or primal alteration – plus the ability to see through most objects. The true power of a Starbright, however, emerges with an invocation of their light. When in uniform, Starbrights are capable of resisting a wide variety of dangers, flying at fantastic velocities below and beyond light speed, and wielding a modicum of enhanced strength. The gift of Nimbus-fire is most strongly evident when its violet light is transformed into solid forms. These Starlight constructs can take the shape of almost any physical object, from a force shield to a starship. Anything the Starbright can imagine, the Starlight can create. Even a neophyte Patrol member can form constructs of incredible power; as a Starbright learns, this power can grow to godlike proportions.

STARBRIGHT EMPOWERMENT

140 Character Points

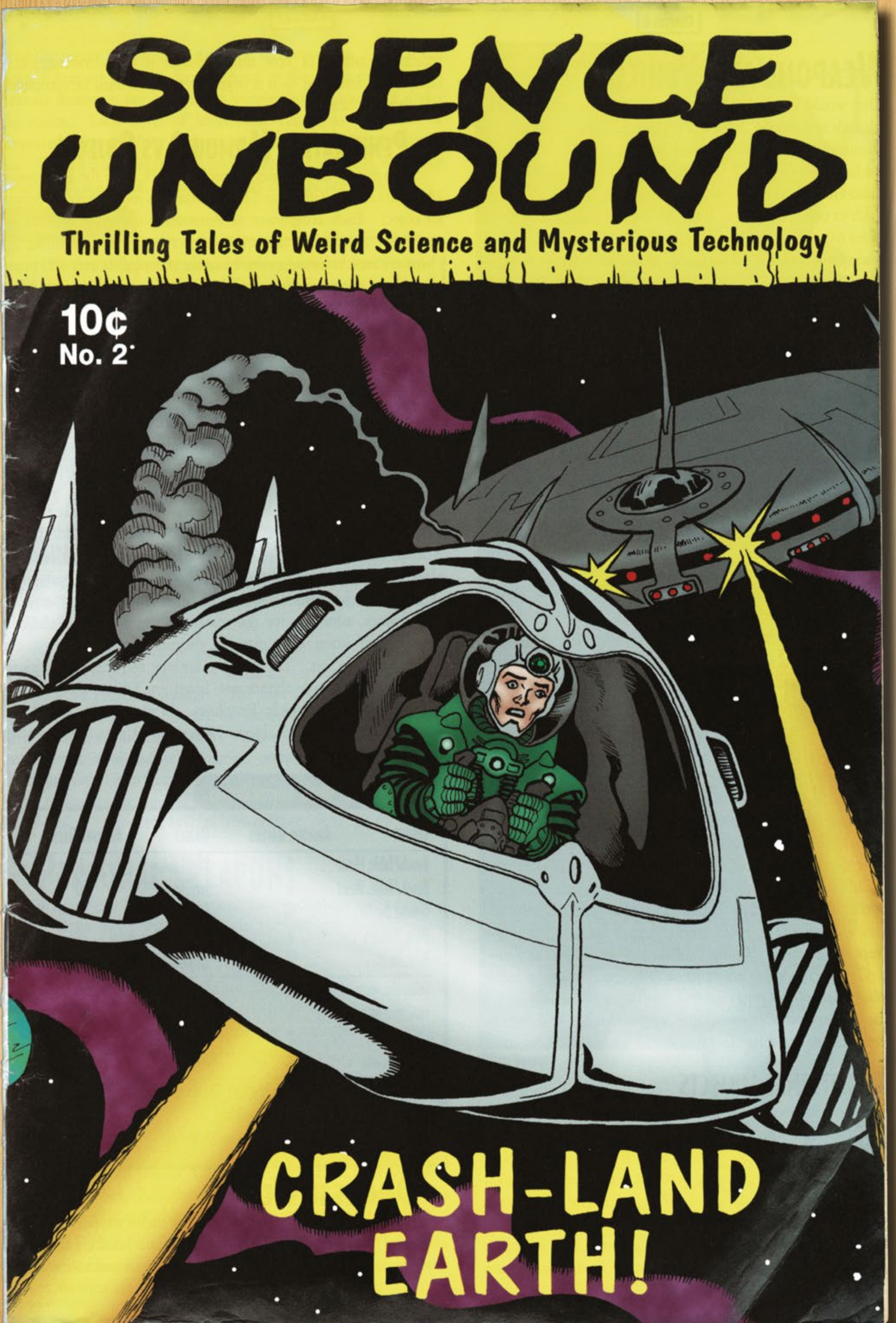
LEVEL	POINTS	STAT
2	4	Body Stat
9	18	Soul Stat

LEVEL	POINTS	ATTRIBUTE
26	104	Alternate Form (Starbright; 130 Points)
2	2	Immutable (+4 roll bonus to resist bodily effects)
2	2	Mind Shield (+4 roll bonus to resist mental intrusion)
6 (4)	12	Resilient (Ageing, Intense Cold: Complete -2; Disease, Intense Heat)
2	2	Supersense (Ultravision; 100 metres)

RANK	POINTS	DEFECT
1	-2	Achilles Heel (High-gravity Attacks)
1	-2	Obligated (Nimbus)
	140	TOTAL POINTS

STARBRIGHT FORM

LEVEL	POINTS	ALTERNATE FORM ATTRIBUTES
4	8	Armour (Armour Rating 20)
7	70	Dynamic Powers (Major: Starlight Constructs -1; Detectable: Sight +1)
6 (8)	18	Flight (30,000 kph; Detectable: Hearing, Nimbus Energy, Sight +2)
9 (6)	18	Resilient (Intense Light, Lack of Air, Own Attributes: Complete -3; High Pressure, Low Pressure, Radiation)
8 (10)	8	Spaceflight (Lightspeed x100k; Concentration +1, Detectable: Nimbus Energy +1)
1	8	Superstrength (500 kg; +10 unarmed damage)
	130	TOTAL POINTS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CHAPTER 04

STATS AND DERIVED VALUES

Stats (short for Statistics) are numerical assignments that reflect your character's basic capabilities, with higher Stat values indicating an advanced level of accomplishment or achievement. More than any other values in Absolute Power, Stats are a measure of your character's core competencies and provide the foundation upon which everything else is built. Dice rolls are compared to your Stats when you want your character to perform challenging tasks to help determine if their attempt was successful or not.

Absolute Power is part of the Tri-Stat System family of RPGs that uses three Stats to represent your character's abilities: Body, Mind, and Soul. You may use some or all of your remaining Character Points when assigning Stat values to your character, then add these values to any that were included in their assigned Power or Origin Templates (page 33).

BODY STAT

The Body Stat measures the physical aspects of your character. This includes overall health, strength, endurance, quickness, rate of healing, manual dexterity, and ability to withstand damage and trauma. A character with a high Body is in good physical shape and can lift approximately 20-30 kg times their Body Stat (and freely manoeuvre about one half that amount). They can also sprint at a top speed up to 4-5 metres/round (or 4-5 kph) multiplied by their Body Stat over short distances.

Body values of nonhumans or superpowered humans may still centre on a human average (unless they are also superhumanly fit). Superhuman or subhuman strength, durability, and speed are all represented by specific Attributes and Defects. For example, an out-of-shape hulking brute might have a lower Body than an athletic teenage boy but the brute's size may be reflected by other Attributes such as Armour (page 68), Superstrength (page 118), and Tough (page 123).

MIND STAT

The Mind Stat represents your character's mental prowess and aptitude. High values indicate intelligent and witty characters who are keen critical thinkers and strategists. Your character's Mind value does not necessarily correlate with breadth of training and depth of experience, though. Your character can be highly skilled in a few areas, yet still have only an average Mind Stat. Characters who primarily have strong mental defences rather than full-spectrum intellectual capabilities may have a moderate Mind Stat paired with Mind Shield Attribute Levels (page 97).

SOUL STAT

The Soul Stat represents luck, willpower, determination, and spirit, and can also represent psychic ability, empathy, and unity with nature. A high rating in the Soul Stat helps your character focus their personal energies or life force to go beyond their normal limits and to fuel special abilities. High Soul values are a good way to represent the many comic heroes whose main trait is their strength of character, pure heart, or innocence.

BALANCED ABILITIES

Stats in Absolute Power assume as a baseline that characters are well-rounded, balanced individuals at their core. For example, people who we would describe as athletic would have Body Stats that reflect their physicality across a wide range of Body aspects (strength, dexterity, flexibility, toughness, etc.). Similarly, characters who are pulled towards more academic pursuits would have Mind Stats that reflect their brain power through multiple avenues (intelligence, wit, critical thinking, perception, etc.). Creating balanced superpowered characters is simplified by only having three Stats that cover the physical, mental, and spiritual aspects of your creation.

If one or more of your character's Stats are primarily the result of enhancements (such as technology, magic, otherworldly influence, paranormal training, divine intervention, etc.) rather than natural expressions of experience and talent, their aptitude can either be explained through the assignment of the Augmented Attribute (page 69) or another more targetted Attribute. A few examples of such specialised Attributes that fall outside the Stat range and can refine your character concept for excelling in one particular area include:

- Superstrength for a strength aspect (Body)
- Resilient for an immune system aspect (Body)
- Special Movement: Fast or Superspeed for a running speed aspect (Body)
- Tough for a damage resistant aspect (Body)
- Heightened Awareness for a perception aspect (Mind)
- Feature: Eidetic Memory for a memory aspect (Mind)
- Mind Shield for a mental resistant aspect (Mind)
- Sixth Sense for an intuition aspect (Mind)
- Exorcism for an indomitable will aspect (Soul)
- Mulligan for a luck aspect (Soul)
- Inspire for a determination aspect (Soul)
- Skill Group (select one that is appropriate) for composure aspect (Soul)

READING STAT VALUES

Stats range from 1 to 24. A value of 4 in a Stat is the adult human average – a ranking that many superpowered characters frequently surpass in some or all of their Stats. Ratings under 4 indicate decreasing competency and ratings over 4 designate increasing superiority. For example, a human of average build, world-class intelligence, and above average determination might have Body 4, Mind 11, and Soul 5. See Table 4-1.

Under normal circumstances, characters and living beings must have a value of at least 1 in each Stat. Furthermore, GMs are encouraged to require a solid character concept before allowing Stats values to exceed 10 in games focussed on regular humans, since these represent capabilities well beyond the human norm. For superhuman characters, values exceeding 15 may be rare; values above 20 are reserved exclusively for godlike beings.

STAT COSTS

Your starting Character Points (page 26) are used to purchase Stats; how you allocate your character's Stats are your choice. Each Stat starts with a value of 0, and raising a Stat by one costs 2 Character Points. Most characters should have values of at least 4 each in Stat if you want to represent the minimum capabilities of an average human adult.

You may wish to not allocate towards Stats all your Character Points that remain after assigning your Power, Origin, and Size Templates (page 33), since any Points not previously spent can be used to acquire useful and evocative Attributes (page 61) for your character. Of course, the GM may choose to set an absolute ceiling or floor on the number of Character Points that can be allocated to Stats to ensure characters have a balance between Stats and Attributes (see benchmarks in Table 2-2, page 27), or they may leave this decision to your discretion.

SHORTCOMING DEFECT

As mentioned previously, with only three game Stats representing all physical, mental, and spiritual capacity, Absolute Power is obviously ideal for well-rounded, balanced characters. But what if your character is weak in a particular area of a Stat? For example, your character might be strong, healthy, and durable, but rather clumsy. Similarly, they could be intelligent and witty, but forgetful; or strong-willed and composed, but unlucky.

On page 161, you will find the Shortcoming Defect, which was designed specifically to further divide the Stats into subcategories as best fits the vision for your character. Although you do not normally select Defects for your character until Chapter 07, you may wish to become familiar with the Shortcoming Defect earlier if you need to define your character with specific precision.

4-1: STAT VALUES

STAT VALUE	STAT COST	RANK DESCRIPTION
1	2	Highly inept; infant
2	4	Significantly below adult human; child
3	6	Below adult human average; teenager
4	8	Adult human average
5	10	Above adult human average
6	12	Significantly above adult human average
7	14	Highly capable
8	16	Extremely capable
9	18	Best in the local region
10	20	Best in the country or large region
11	22	World-class ability
12	24	Maximum normal human potential
13	26	Substantial superhuman ability
14	28	Remarkable superhuman ability
15	30	Fantastic superhuman ability
16	32	Incredible superhuman ability
17	34	Spectacular superhuman ability
18	36	Outrageous superhuman ability
19	36	Monstrous superhuman ability
20	40	Unearthly superhuman ability
21	42	Legendary superhuman ability
23	44	Cosmic superhuman ability
23	46	Godlike superhuman ability
24	48	Maximum superhuman achievement

STATS OF ZERO – DERIVED VALUES

It is sometimes appropriate for characters (or even Items; page 91) to have one or more Stats of zero, or effectively no Stat. For example, the gaming group may decide that a ghost should have a 0 Body Stat, a zombie should have a 0 Mind Stat, and a robot with artificial intelligence should have a 0 Soul Stat. It's important to consider how zero or no Stat value impacts Derived Values and dice roll calculations.

For Stats that exist but are so low they are effectively zero – such as a mindless creature – it's usually best to count the Stat as a zero. Consequently, a zombie with Body 6, Mind 0, and Soul 0 would have a Combat Value of 2 (since [6 + 0 + 0] ÷ 3 = 2).

For Stats that could be considered missing instead of simply really low – such as for ghosts with 0 Body Stat and for artificially intelligent beings with 0 Soul Stat – Derived Values ignore the contribution of the missing Stat. For example, an advanced AI cyborg character with Body 8 and Mind 10, but no Soul Stat would have a Combat Value of 9 (since [8 + 10] ÷ 2 = 9). The missing Soul Stat is simply ignored completely when calculating Derived Values, rather than being counted as 0.

CALCULATE DERIVED VALUES

Once you have allocated all the Character Points by acquiring Stats, Attributes (including Skill Groups), and Defects – plus any associated Enhancements and Limiters – you should return to this section to calculate your character's Derived Values. These derived numbers are based directly on your character's Body, Mind, and Soul Stats (modified by Attributes and Defects) and thus do not afford any choices of Character Point distribution. If your Derived Values don't reflect the vision for your character accurately, you can always return to the Stats, Attributes, and Defects sections to refine your assignments to better match your expectations.

COMBAT VALUE

Combat Value governs all facets of physical conflict, including your character's abilities in attacking, defending, and delivering damage. A higher Combat Value reflects fighting spirit and an increased knowledge of all physical combat forms: armed, unarmed, martial arts, and ranged weapons. There are two separate components of the Combat Value – Attack Combat Value (ACV) and Defence Combat Value (DCV). Attributes and Defects may modify either component separately.

Prowess in combat can only be achieved through harmony of the Complete Self. Lack of self-unity through weakness of any facet of the character will restrict their ability in combat. Consequently, the Body, Mind, and Soul Stats are all of equal importance to the combat master: Body Stat for a forceful attack and defence; Mind Stat for quick wit, knowledge of combat techniques, and anticipation of an opponent's actions; and Soul Stat for the winning spirit and good fortune. For example, a petite vigilante with martial arts training can take down an opponent nearly twice their size since knowledge and determination is just as important as brute force.

Your character's base Combat Value is calculated by adding together all the Stat Values and dividing by three, rounding down.

The Attack Combat Value is equal to the base Combat Value, +1 per Level of the character's Attack Mastery Attribute (page 69). ACV may be increased in specific circumstances as determined by the Enemy Attack (page 79), Melee Attack (page 92), and Ranged Attack (page 106) Attributes.

The Defence Combat Value is equal to the base Combat Value, +1 per Level of the character's Defence Mastery Attribute (page 77). DCV may be increased in specific circumstances as determined by the Enemy Defence (page 80), Melee Defence (page 93), and Ranged Defence (page 106) Attributes.

$$\text{COMBAT VALUE} = \left(\text{BODY STAT} + \text{MIND STAT} + \text{SOUL STAT}\right) \div 3$$

HEALTH POINTS

Health Points measure the amount of physical damage your character's body can sustain before it ceases to function (i.e. knocked unconscious or even dies). Damage delivered in combat is subtracted from your character's current Health Point total. If the total ever falls below zero, the character is rendered unconscious and may die if they do not receive medical attention.

Your character's base maximum number of Health Points is equal to the sum of the Body Stat and Soul Stat multiplied by 5. Increase Health Points by +10 for every Level of the character's Tough Attribute (page 123). Reduce Health Points by -10 for every -1 Rank of the Fragile Defect (page 156).

$$\text{HEALTH POINTS} = \left(\text{BODY STAT} + \text{SOUL STAT}\right) \times 5$$

ENERGY POINTS

Characters possess a personal reserve of energy that may be burned when carrying out difficult tasks. Energy Points are needed to fuel Attributes that are associated with the Deplete Limiter (page 146). If your character's Energy Point total is ever reduced to 0, they will fall unconscious from exhaustion. Energy Points are also used to represent deprivation such as hunger, thirst, fatigue, lack of sleep, and even intense emotion such as crippling fear or stress.

In extreme moments, player characters can use Energy Points to temporarily provide a bonus to a dice roll. See Dramatic Feats (page 186) for more information.

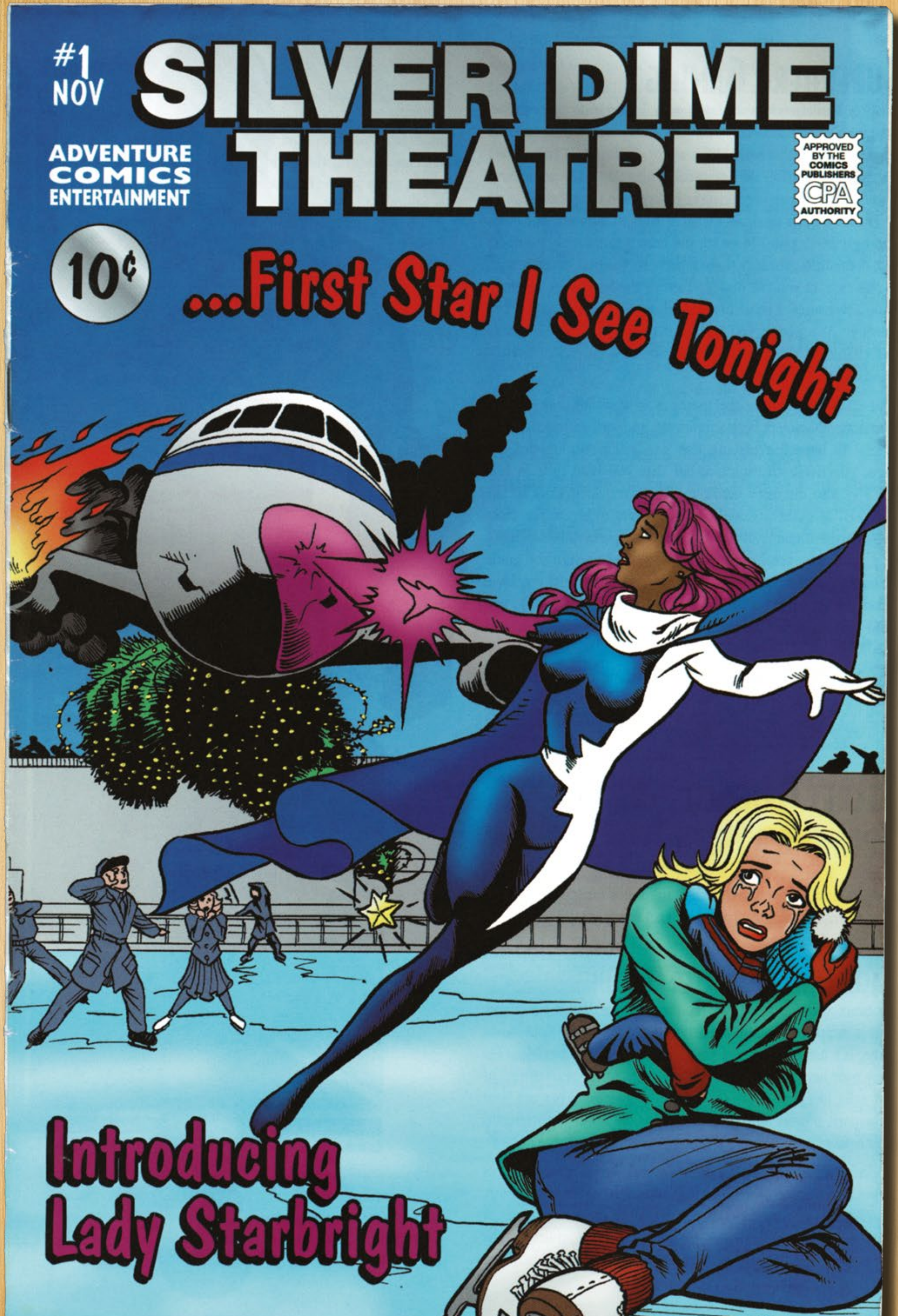
Players and the GM are cautioned that the over-use of Energy Points can slow the pace of a game and greatly increase the amount of bookkeeping. Additionally, your character may tire quickly if you assign the Deplete Limiter to several Attributes, which prevents your character from using them over sustained periods. Whether this is appropriate for your character or not depends on how you envision your hero.

Your character's base maximum number of Energy Point is equal to the sum of the Mind Stat and Soul Stat multiplied by 5. Increase Energy Points by +10 for every Level of the character's Energised Attribute (page 80).

$$\text{ENERGY POINTS} = \left(\text{MIND STAT} + \text{SOUL STAT}\right) \times 5$$

DAMAGE MULTIPLIER

A character's base Damage Multiplier is 5. It is increased by +1 per Level of the character's Massive Damage Attribute (page 92). Also, when muscle-power Weapon attacks are involved – such as for normal melee and thrown Weapons or Weapons with the Muscle Enhancement (page 134) – the Superstrength Attribute (page 118) increases the character's Damage Multiplier by +2 for each Attribute Level. For more information on physical combat and damage, see page 175.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CHAPTER 05

CHARACTER ATTRIBUTES

The three Stats from Chapter 04 represent your character's baseline abilities. More specialised aspects of your character are known as Attributes, which can represent innate talents, learned skills, species traits, magical forces, psychic abilities, superpowers, technological enhancements, and more. Attributes can also be added to equipment (known as Items; page 91) or entities (known as Companions; page 74) to create personal gear, artefacts, vehicles, pets, and sidekicks.

The amount of flexibility and customisation provided by Attributes is immense. You will probably spend more time poring over the Attribute options for your character than on any other stage of character creation. Take your time and communicate frequently with your Game Master if you have any questions about how specific Attributes will work in your upcoming game or if the GM has any suggestions to help guide your character development.

ATTRIBUTE LEVELS

Since you have already spent a portion of your Point total to assign Stats and Templates to your character, you can now use your remaining Points to acquire Attributes. There are dozens of options presented here, each representing a particular talent or special ability. Think carefully about the balance between a few high-Level Attributes and a large number of low-Level Attributes. Most Attributes are rated in Levels from 1 to 10, but with GM permission and a solid character concept, you can create your character with Attribute Levels beyond this threshold. In particular, the GM may allow players to assign Attributes with one or more Enhancements (see below) exceeding the Level 10 limit since the effective functioning Level of the Attribute is lower. The Attribute descriptions may note when it may be appropriate for a character to exceed the recommended Level limit.

Attributes added to your character are combined with those gained through Templates (page 33). For example, the First Degree Powerhouse Template (page 41) includes 2 Levels of the Tough Attribute. If you now add an additional 3 Levels of Tough, the character's Tough Attribute is raised to Level 5 (2+3=5).

ENHANCEMENTS AND LIMITERS

Some Attributes include options to modify the functionality of your character's ability beyond the baseline description. Modifications that provide an additional benefit or otherwise improve the Attribute are called Enhancements, while those that impose a drawback or weaken the impact of the Attribute are called Limiters. You can usually only assign each Enhancement or Limiter once to your character's Attribute unless noted in the description, although some modifiers are sufficiently beneficial or detrimental that they count for two, three, or even four slots.

CHANGING THE EFFECTIVE LEVEL

Adding an Enhancement to an Attribute does not change its Point cost, but it does decrease the effective functioning Level of the Attribute by 1 Level. For example, the Force Field Attribute (page 85) costs 4 Points/Level and provides an Armour Rating of 10 for each Level. Adding the Force Field Attribute at Level 4 therefore costs 16 Points and provides a substantial 40 Armour Rating. If you add the Blocks Teleport Enhancement to ensure no one will magically bypass your Force Field, the Attribute still costs 16 Points (since it is still a Level 4 Attribute) but functions 1 Level lower due to the extra advantage. Consequently, your Level 4 Force Field now functions as though it was Level 3 that provides your character with a 30 Armour Rating, rather than the base 40 Armour Rating. You cannot normally add Enhancements if the effective Level of the Attribute would drop below Level 1.

Conversely, adding a Limiter to an Attribute increases the effective functioning Level by 1 Level. For example, a Level 1 Force Field costs 4 Points and provides a 10 Armour Rating. If you add the Both Directions Limiter that stops weapons from firing both into and out of the Force Field, the Attribute still costs 4 Points (since it is still a Level 1 Attribute) but functions at 1 Level higher as though it was a Level 2 Attribute that provides a 20 Armour Rating, rather than the base 10 Armour Rating.

The Level effectiveness of adding Enhancements and Limiters is cumulative. Expanding on the above examples, a Level 3 Force Field that costs 12 Points and provides a 30 Armour Rating that has three Enhancements (Blocks Teleport, Offensive, and Regenerating) and two Limiters (Both Directions and Internal) functions as though it was a Level 2 Force Field with an Armour Rating of 20. The three Enhancements decrease the effectiveness by 3 Levels and the two Limiters increase the effectiveness by 2 Levels. Cumulatively, the effectiveness of the Attribute is decreased by 1 Level (Level 2 instead of Level 3).

LEVEL DESIGNATIONS

When reading a Template or character entry, an effective Level of an Attribute may be provided in parentheses after the actual assigned Attribute Level if it has Enhancements and Limiters. For example, the First Degree Inventor Template (page 40) lists their Power Flux Level as "1 (2)", which means the actual Attribute Level is 1 (and costs 10 Points), but the effective Level is 2 (to account for the Equipment Limiter; a tool kit is required).

MORE ATTRIBUTE CUSTOMISATION

Although only a few Attributes include a list of Enhancements and Limiters within their descriptions, you can modify most Attributes to align with your specific vision for your character's abilities. Chapter 06: Customisation (page 141) details the additional Enhancements and Limiters that you can add to your character's Attributes as desired.

ATTRIBUTE ENTRIES

Attributes in Absolute Power are described in a templated format using the following entries:

NAME

This is the Attribute's name. Players are encouraged to make up their own names to further personalise Attributes where appropriate. Weapons in particular benefit from custom names. Put the descriptive name after the Attribute name – for example, Weapon: Raging Flame Punch for a fire-powered super smash.

ATTRIBUTE COST

Cost is the Attribute cost in Points per Level. If the cost entry lists "Variable", it is explained in the Attribute's description.

RELEVANT STAT

Some Attributes list a relevant Stat. This is the Stat most often used should a Stat or Skill roll to control or otherwise use the Attribute be needed (page 170) – though this roll may not always be necessary for Attribute activation, since it could be situational. If there is usually no need to make a Stat roll to use the Attribute because it is trivial to use or it is always active, this entry is omitted.

ATTRIBUTE SCOPE

This section briefly summarises details from the Attribute's descriptive text, including targets, duration, range of effect, etc.

DESCRIPTIVE TEXT

This text describes the Attribute's game effects and any special rules. A few Attributes (Weapon, for example) also have a list of special variations (Enhancements and Limiters, page 141) that can be assigned to the Attribute during character creation.

PROGRESSION

Attributes that have clear linear progressions include brief descriptions for Level 1 and 2 to establish a pattern, then expand further Levels using an X placeholder, in which X is the Level. For example, the Immutable Attribute includes this progression:

Level 1	+2 Stat roll bonus when resisting effects
Level 2	+4 Stat roll bonus when resisting effects
Level X	+2X Stat roll bonus when resisting effects

The first two entries establish that the Stat roll bonus is equal to twice the Attribute Level, or 2X where X is the Level. Thus, for Level 10 (X = 10), the Stat roll bonus equals 2X, and 2 x 10 = +20.

Attributes Levels that have a less-intuitive progression (such as Flight, with speeds of 10, 30, 100, 300, 1000 kph, etc.) or those that are more complex and require specific information (such as Connected, Immunity, Mind Control, Telepathy, and more) include additional Level explanations for clarity. Extrapolating Level effects beyond those presented is not usually difficult; follow the pattern demonstrated through Levels 1-10 to determine the benefits for Levels 11+.

ATTRIBUTE TABLE

Table 5-1: Character Attributes conveniently summarises the Level costs and page references for all Attributes.

HUMAN ATTRIBUTES

The entire range of Attributes includes abilities that a normal human could have as well as some that are most appropriate for more-than-human characters or equipment. An asterisk (*) next to an Attribute name on Table 5-1 indicates a "human Attribute" – one that is reasonable for an ordinary human to possess (at least at lower Levels). If all player characters are supposed to be non-superpowered humans or human-level concepts, the GM may choose to limit characters to choosing only these Attributes. Exceptions to this guideline include Attributes that are built into Items or non-human Companions, or ones that are included in Templates the GM has approved.

For completely normal humans, the following maximum Levels are recommended (if other than Level 10): Extra Actions Level 2, Heightened Awareness Level 4, Heightened Senses Level 2, Massive Damage Level 3, and Tough Level 4.

STACKING ATTRIBUTES

Several Attributes provide similar functions in different ways, with their benefits stacking on top of each other. For example, a character with Level 2 Attack Mastery and Level 3 Ranged Attack only gains a +2 bonus to their Attack Combat Value for most attack forms (from the Attack Mastery), yet the Attribute effects stacks to a +8 bonus for the specified type of ranged attack (+2 for Attack Mastery plus +6 for Ranged Attack).

When the same Attribute is assigned more than once, the effects are usually applied separately. For example, a character with two distinct Connected Attributes – representing two different organisations, such as Caliburn's New Scotland Yard and the Guard affiliations – gains independent benefits from each Attribute.

In other instances, two or more assignments of the same Attribute may stack under specific circumstances. For example, Enemy Attack: Haud at Level 2 and Enemy Attack: Blood Relatives at Level 3 would normally produce a Level 5 benefit if a particular enemy was both a Haud and a blood relative.

Finally, some Attributes may stack or interact in ways that require some thought regarding their narrative intent. For example, master villain Kreuzritter (Book Two, page 298) has Level 4 Dynamic Powers that focus on the Primal category of Magic. His armour further provides him with Level 8 Dynamic Powers with the Major category of Elemental Control. When combined, Kreuzritter's elemental Dynamic Power effects likely range somewhere between Level 8 and 12, depending on his specific application and story narrative.

The GM and players should establish in advance how the effects of similar or the same Attributes interact – do they stack, or are they considered independently?

5-1: CHARACTER ATTRIBUTES

ATTRIBUTE NAME	LEVEL COST	PAGE
Absorption	5	66
Alternate Form	4	67
Alternate Identity	1	68
Armour	2	68
Attack Mastery *	1	69
Augmented	2	69
Capacity	1	70
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MEET RED PHOENIX

9 August, 2009

"Why you and not me?"

Red Phoenix rose on shaky legs as Iron Duke approached, the ground shuddering with his every step. His face expressionless, but there was a new light in his eyes to match his new genius. The tilt in his neck hinted at curiosity.

The magi-science horrors rising around him were far more of a revelation. Iron Walkers made of ether-powered crystal-clockwork gathered around Duke, his stolen Mantle Shard and his mechanical brilliance restoring what Sarah cut down.

How many times have I heard Green Ronin ask that question? "Why you and not me?"

"Red Phoenix," Iron Duke said, his voice less grating than she had ever heard it. "You fought well, but this battle is over. Step aside."

Sarah's eyes widened; as she had so many times, she reached for a shield that was never there. "You're … trying to show mercy?"

"Your death would be pointless and inefficient," he replied. "I would be forced to expend resources to eliminate a defender of this reality." He turned away, just a fraction. "And the rage that once drove me feels … irrelevant."

"You don't have to do this," Red Phoenix pleaded, taking a half-step forward. "You've only had this intellect for a few days; we can argue that you were not of sound mind before. Iron Duke, please. You've already changed. People can change! This doesn't have to be your life now."

Iron Duke's eyes flared bright for an instant, then he straightened. "You misunderstand," he replied. "I will claim the Star of Aparat. I will have ultimate knowledge and unassailable power." Sarah paled. "And you are incorrect. Personalities set with adulthood, like hardening clay." The Clockwork Walkers advanced. "Your Shard of the Mantle is not necessary to my transcendence, but it would accelerate the process."

Rachel asked me not ten minutes ago. "Why you and not me?" I could only answer, "I have no idea."

Red Phoenix straightened in kind, the great sword shining in her hand. "I can't let you do that, Duke."

Hearing Iron Duke sigh was bizarre, even surrounded by the wonders of Apratzim. "A pity," he said. Then he raised a titanic fist. Red Phoenix readied herself, praying this was not her final battle.

Liquid red energy suddenly poured from Iron Duke, and the mechanical titan screamed. "You always were a tosser, Duke!" Green Ronin cried as she slammed her green shield into Duke's back. The Mantle rushed out of them both –

– and into Red Phoenix.

It was every bit as extraordinary as when they first found the Mantle, the rush of its transforming glory like being reborn – again. This time, though, there was no feeling of being only half-complete. After almost forty years of being a partial Phoenix Angel, Red Phoenix was whole at last. With a spiffy new suit of armour as well.

Only after blinking her eyes clear did Red Phoenix realise they had all been inundated in the Mantle's light and wonder. Iron Duke had spun his torso around to face Doctor Wilde, Green Ronin no more. "You!" he roared, his Iron Walkers nothing but scrap around him.

Rachel, armed only with local magi-science, smirked back. "Who else?" she quipped as she leaped back, twin clockwork pistols pointed at Duke's head. Sarah thought her heart would burst from joy and gratitude. A distant part of her mind noted that Rachel's hair had turned from black to white.

Then Iron Duke levitated, magnetic systems flaring to life. "You think speed can save you, little fleshling?" he snarled. In a panic, Red Phoenix reached for the shield again, without thinking. At long last, it formed on her arm, a diamond in shape and might. She rushed the Duke in a shield bash that sent him sprawling, his hover-systems denying the villain his normal immovability.

"Tell me again, Duke," Red Phoenix snapped, pointing the sword at him as he recovered. Duke recoiled in horror as the women stood side by side. "Tell me again how people never change!"

"You do make a good speech, Red," Rachel chuckled, reconfiguring her pistols into a flare lens and an Amaranth-like gauntlet. "By the way, I got an answer to my question."

Red Phoenix risked a sideways glance at her newfound ... partner? "You did? What was it?"

Iron Duke howled and charged. "Tell you later," Wilde said, the two flanking the automaton and tag-teaming him with Sarah's might and Rachel's genius.

Why me? I suppose it doesn't matter, as long as I can fight to protect those who want to be better.

ABSORPTION

Attribute Cost: 5 Points/Level
Attribute Scope: Self only; Permanent
Relevant Stat: Body

Absorption represents a character who grows stronger as they absorb kinetic energy of attacks and physical impacts. Certain types of super-soldiers, demons, elementals, giant monsters, and artefacts most frequently have this quality. The character can avoid and absorb up to 5 damage received from physical attacks (such as guns, swords, punches, energy blasts, falling, etc.) for each Level of this Attribute, and change them into the same number of Health or Energy Points before damage is inflicted (Health Points or Energy Points must be selected when this Attribute is first assigned). The absorbed damage value is added to the character's current total immediately, which may temporarily raise the total above its normal maximum (no more than twice the normal amount) until the end of the combat encounter or dramatic scene. Damage stopped by the character's Armour (page 68) or Force Field (page 85) Attributes cannot be absorbed, nor can damage be both absorbed and converted (by the Conversion Attribute; page 76) at the same time without the Synergistic Enhancement.

Absorption does not apply to damage from non-physical or complex attacks, including Level -1 Weapons with the following Enhancements: Continuing, Drain (Any), Flare, Incapacitating, Irritant, Psychic, Stun, and Tangle.

ENHANCEMENT

SYNERGISTIC

Damage can both be Absorbed and converted by the character's Conversion Attribute (page 76) at the same time.

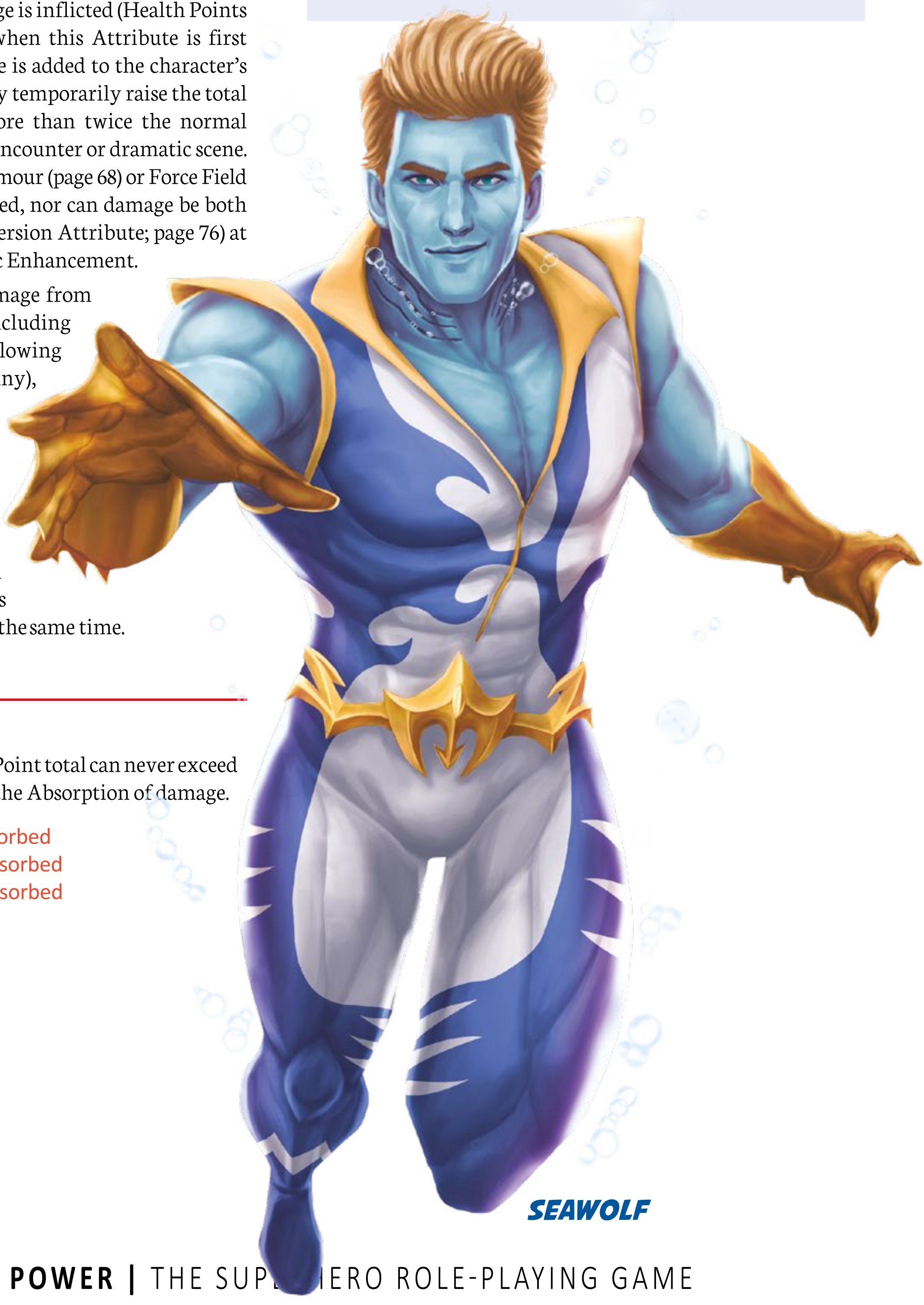
LIMITER

CAPPED

The character's Health or Energy Point total can never exceed its normal maximum value through the Absorption of damage.

Level 1	Up to 5 damage is absorbed
Level 2	Up to 10 damage is absorbed
Level X	Up to 5X damage is absorbed

Seawolf has Absorption at Level 2 that is increased to an effective Level 4 (20 damage absorbed) because of his Environmental (only in water) and Ignore (damage from acid) Limiters. He also has a natural Armour Rating of 50. While Seawolf is submerged in water, he does not suffer injury from up to the first 70 damage from each non-acid physical attack. Instead, he converts up to 20 damage that bypasses his Armour into the equivalent number of Health Points and adds them to his current total – maxing out the total to no more than 350 (double his normal amount). Any excess damage inflicted beyond the initial 70 is then deducted from Seawolf's new Health Point total as normal.



SEAWOLF

ALTERNATE FORM

Attribute Cost: 4 Points/Level
Attribute Scope: Self only; Ongoing once activated
Relevant Stat: Body

A character with Alternate Form can instantaneously transform into one other specific form that is determined during character creation and approved by the Game Master. Once selected, the choice of form cannot usually be altered. Alternate Form allows the character to possess a radically different body shape and size than their normal human form and exhibit exotic physical features as well. See the Metamorphosis Attribute (page 95) for a variation on Alternate Form.

If a character only has a single, permanent, non-human form, this Attribute should not be applied. Instead, the character should acquire the relevant Attributes and Defects that best represent the form's capabilities. A character with several different Alternate Forms should assign this Attribute multiple times. The Attributes gained in the character's Alternate Form obviously cannot be Dependent (page 146) upon the Alternate Form Attribute. Different Alternate Forms can be built with different Attribute Levels as well. To create a character with unlimited additional forms, see the Dynamic Powers (page 78) or Power Flux (page 103) Attributes with a Shapeshifting speciality.

The extra form is built from up to 5 Character Points for each Alternate Form Level, which can be used to acquire Attributes and Defects for the form. The character retains all the Stat Values, Attribute Levels, Enhancements, Limiters, and Defects associated with their regular body while in the new form; the newly acquired Attributes and Defects add to the character's normal form. If the character's Stats are modified by the Augmented Attribute (page 69) or Shortcoming Defect (page 161), the Derived Values (page 59) should be recalculated as necessary. Unless the GM indicates otherwise, normal clothing becomes part of the Alternate Form as well. An Alternate Form may only be assigned if some disadvantage (social or otherwise) exists that make staying in form all the time a significant disadvantage.

REDUCING ATTRIBUTES

Although the Attributes of an Alternate Form usually add on top of the character's base Attributes, sometimes the character will need to "sell off" a few Attribute Levels to best match the player's concept. In this case, elimination of Levels returns Points to the character, which can be allocated to other Attributes.

For example, a character with Level 4 Alternate Form can add +20 Points to create the new form. If the character wants to reduce their Superstrength Attribute from their normal Level 2 to a new Level 0 (because the Alternate Form does not possess Superstrength), the character gains back the 8 Points spent on Superstrength. Consequently, the Level 4 Alternate Form now gives the character +28 Points (20+8=28) to spend on new Attributes. The converse is true for "buying off" a character's normal Defects when using the Alternate Form, as the Points available for the character's Alternate Form are lowered appropriately by the Point reduction associated with the Defect.

If a character needs to reduce more than two Attributes in their Alternate Form, or the secondary form is intended to be weaker than the character's primary form (such as a supernatural vampire changing into a bat), it is probably better to assign the Metamorphosis Attribute (page 95) instead of Alternate Form. If two or more players wish to create a combined form for their characters, it is better to assign the Merge Attribute (page 94).

SAMPLE ALTERNATE FORMS

The examples below suggest some Attributes that may be appropriate for specific Alternate Forms, but the GM can modify them if desired; it's a non-exhaustive list. For forms that simply represent different states of matter (such as liquid, gaseous, or incorporeal), see the Change State Attribute (page 110).

ANIMAL FORMS

Many nature-based shapeshifters have one or more animal-hybrid forms. Suggested Attributes: any that are relevant to the specific animal form, such as Armour, Attack Mastery, Features, Flight, Heightened Senses, Jumping, Special Movement, Tough, Tunnelling.

ELEMENTAL/CHEMICAL FORMS

This option covers a wide range of possible forms, including: acid, base, gold, granite, ice, mercury, water, sulphur, synthetic drugs, etc. Suggested Attributes: Armour, Augmented, Change State, Elasticity, Extra Arms, Massive Damage, Regeneration, Resilient, Special Movement, Superstrength, Swarm, Tough, Water Speed, Weapon.

FLAME FORM

The character is composed of fire and can ignite flammable objects on contact. Any person near the character may suffer burn damage as well. Suggested Attributes (which may be optimised for heat and fire): Armour, Control Environment, Conversion, Flight, Force Field, Weapon (with Aura).

MELDING FORM

The character can meld into any inanimate object and perceive nearby events as though they are still human. Once merged, the character cannot be harmed unless the object is damaged. Suggested Attributes: Change State, Resilient, Teleport (within the melded object), Tunnelling.

MASS DECREASE

The character can decrease their density. Suggested Attributes: Change State, Special Movement. Suggested Defects: Fragile.

MASS INCREASE

The character can increase their density. Suggested Attributes: Armour, Massive Damage, Tough.

SUPERHUMAN OR MAGICAL FORM

Many characters like heroes and vigilantes maintain dual human/super identities and do not have access to all of their Attributes until transformed. Suggested Attributes: any that are relevant to the character's other form, often including Armour, Augmented, Extra Actions, and Weapon.

TWO-DIMENSIONAL FORM

A 2D character has height and width but not depth. They can squeeze through the spaces between atoms and are completely invisible when viewed from the side. An entire new two-dimensional universe may be waiting to be explored by such a character. Suggested Attributes: Pocket Dimension, Resilient, Special Movement, Superspeed.

Level 1	Alternate Form is built with up to 5 Points
Level 2	Alternate Form is built with up to 10 Points
Level X	Alternate Form is built with up to 5X Points

Katherine McCloud has an Alternate Form that allows her to become the incredibly powerful Grandmother Raven. The Level 17 Attribute functions at an effective Level 18 since Katherine is Dependent on her Raven Staff to transform, which provides her with a 90-Points Grandmother Raven form. When she is powered up, Katherine's base capabilities – Stats, Combat Value, Health Points, Energy Points, Attributes, and Defects – remain the same and do not change. Rather, she gains a diverse range of new abilities specific to her Raven form, including Change State, Control Environment, Flight, Illusion, Immutable, Pocket Dimension, Portal, and two Weapons. Katherine can become Grandmother Raven at will and return to her regular human form when she desires.

ALTERNATE IDENTITY

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Ongoing once activated
Relevant Stat: Body

This is a much less powerful version of the Alternate Form Attribute. The character has one Alternate Identity per Level, which may vary in race, species, gender, looks, age, or even status, but the character's Attributes do not change. The only exceptions are Attributes tied to their looks and any relationships that differ from one identity to the other, such as Features (Appearance) and possibly Connected, as well as the Defects Hounded, Marked, Nemesis, Significant Other, Unappealing, and Wanted.

Alternate Identity can also be assigned to Items that perform similar cosmetic alterations, such as a car that (while keeping most of its Attributes) can change its apparent model, paint job, and license, or magical cosplay clothes that can transform into a series of different alternate outfits.

To have a character who can change into any identity at will, without changing their Attributes, assign Dynamic Powers (page 78) with a minor "identity changing" specialty at Level 1 for 10 Points, and this will cover someone who can assume any form they wish. Still another way to change apparent identity is with the Illusion (page 87) or Projection (page 105) Attributes.

Level 1	1 Alternate Identity
Level 2	2 Alternate Identities
Level X	X Alternate Identities

ARMOUR

Attribute Cost: 2 Points/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

The Armour Attribute can represent actual armoured plates or simply skin or clothing that is highly resistant to damage. It is most often found on combat vehicles, cyborgs and androids, giant monsters, super-soldiers, and powerful beings. Each Level of the Attribute provides an Armour Rating of 5. The damage inflicted by a successful attack on the character is reduced by their Armour Rating. For example, if an attack inflicted 30 damage and the character had Armour Level 2 (Armour Rating 10) they would only lose 20 Health Points. For a high-tech or magical alternative to Armour, see the Force Field Attribute (page 85).

LIMITER

EMPHASISED

The Armour is focussed against a particular uncommon attack form such as fire, cold, acid, electricity, etc. It provides double Armour Rating protection against the particular attack form but only half protection against other sources of damage. A character can acquire both Emphasised Armour and ordinary Armour, even at different Levels, by assigning the Armour Attribute twice.

GAP

The Armour has one or more small, unprotected gaps that can be targetted by a called shot (page 204) to either reduce its effectiveness by half (attacker suffers a minor obstacle on their roll) or ignore the Armour Rating completely (attacker suffers a major obstacle on their roll). This is a variation of the Localised Limiter (page 148) specific to the Armour Attribute. Large vehicles and objects with Armour don't require the Gap assignment unless the size of the unprotected area is substantial or critical components are easily damaged when attacking that area.

OPTIMISED

Counts as 2 Limiters (Attribute effectiveness increased by 2 Levels). Similar to the Emphasised Limiter with double Armour Rating protection, but the Armour provides no protection against sources of damage other than the uncommon attack form.

Level 1	Armour Rating = 5
Level 2	Armour Rating = 10
Level X	Armour Rating = 5X

Cyborg Tokkotai has Armour at Level 3 that provides an effective Level 4 benefit, since part of his torso is exposed by the Gap Limiter. The Armour thus provides protection from 20 damage from each attack unless the assault targets the Gap with a called shot. Fortunately, Tokkotai has an enhanced mode Alternate Form that provides additional Armour resilience (+10 Armour Rating) and also extends his cyborg metal plating to cover most of his body – which negates the Gap Limiter.

ATTACK MASTERY

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

Attack Mastery denotes either an innate killer instinct or the character's intimate knowledge of a wide range of offensive combat techniques covering all aspects of armed and unarmed encounters. The Melee Attack (page 92) and Ranged Attack (page 106) Attributes lets a character specialise with particular weapons or specific styles, but Attack Mastery allows a character to pick up any weapon (or use none at all) and be dangerously proficient. See page 59 for more information on the Attack Combat Value.

Level 1	Attack Combat Value increases by 1
Level 2	Attack Combat Value increases by 2
Level X	Attack Combat Value increases by X

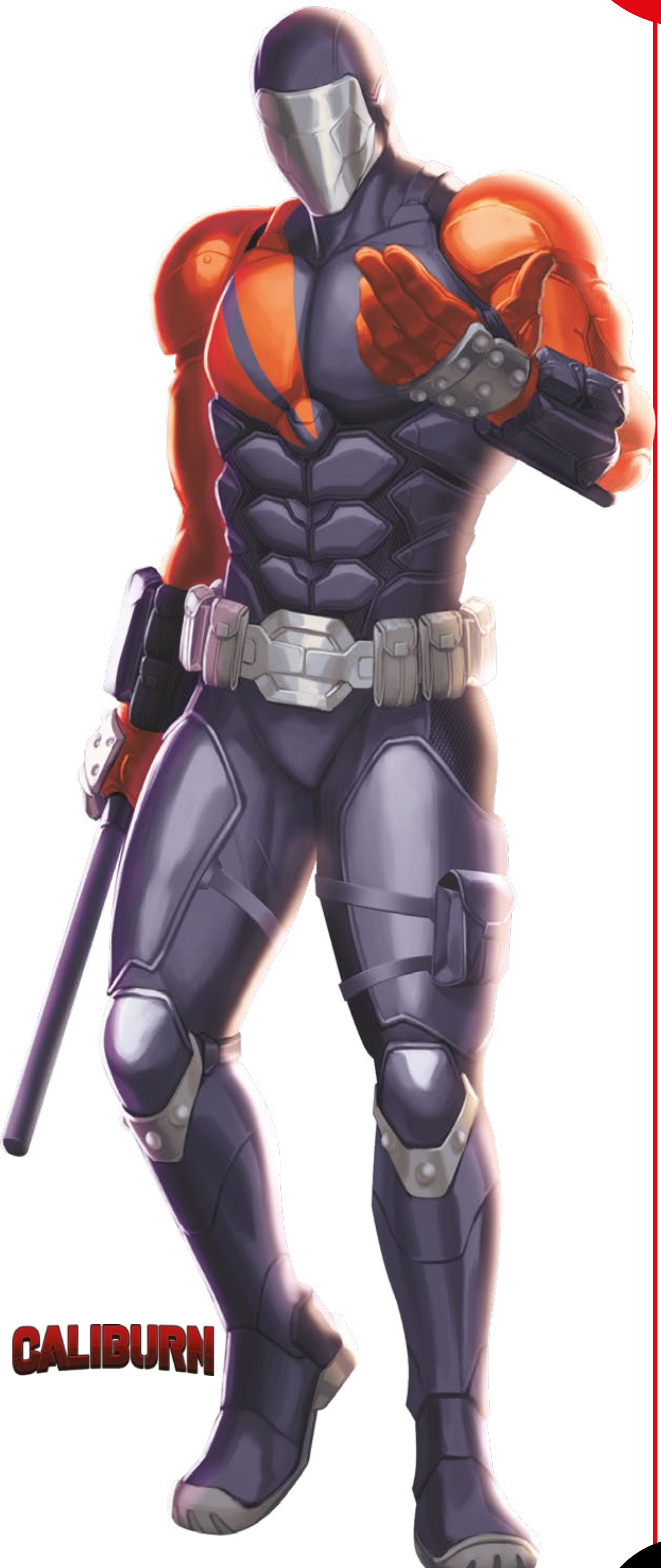
AUGMENTED

Attribute Cost: 2 Points/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

This Attribute is useful when a character should have one or more high Stat Values, but the player wants to indicate that the elevated Stats are derived from one particular source (such as magic or technology or metahuman ability; see page 188) instead of being part of the character's innate nature. When this Attribute is assigned, the player must specify which of the three Stats is being Augmented (you can assign Augmented up to three times if desired to cover all three Stats). In most instances, assigning Character Points to the Augmented Attribute or to the Stat directly results in the same benefit: a character with a Body of 14 and a character with a Body of 9 with the Augmented (Body Stat) Attribute at Level 5 both have an effective Body Stat of 14.

Level 1	Selected Stat is increased by 1 Stat Value
Level 2	Selected Stat is increased by 2 Stat Values
Level X	Selected Stat is increased by X Stat Values

Caliburn, the Last Knight, has driven his body to the edge of ruin repeatedly over the past two decades. 60-year-old Caliburn's body was in peak physical shape (Body 12), but 80-year-old Caliburn's body is a shadow of its former glory (Body 5). Adam Sinclair refuses to retire, though, so he engineered a Scabbard Armour body suit that provides joint support and flexibility that allows him to continue operating as though in his prime. The suit has Augmented (Body) at Level 7 that functions at an effective Level 8, since it has a Unique Limiter that leaves his Health Points unchanged. When Caliburn dons the Scabbard, his Body Stat functionally increases from 5 to 13, and both his Attack and Defence Combat Values rise by +3 each. Some day, Adam's ageing body will force him to hang up the Caliburn mantle – but not today.



CAPACITY

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

The Capacity Attribute is a common technological feature for vehicle and location Items, but it can also be applied to a character large enough to carry people or cargo inside itself, such as a giant cyborg, living starship, or a god with a city in its body. This capacity is in addition to the one person that is assumed to fit normally inside a robot, vehicle, or location. The Capacity Attribute can be assigned any number of times for Items, but unless the Item is supernaturally bigger inside than it is outside, an appropriate assignment of the Awkward Size Defect (page 153) may also be necessary.

Note that the Capacity Attribute assumes operation of the Item in a normal gravity environment. For ships and other Items in space away from the stress of a significant gravity source, the cargo mass carrying capacity can be multiplied by 1,000.

Level 1	Can carry an extra 1 person (200 kg)
Level 2	Can carry +2 people (500 kg)
Level 3	Can carry +5 people (1 tonne)
Level 4	Can carry +10 people (2 tonnes)
Level 5	Can carry +25 people (5 tonnes)
Level 6	Can carry +50 people (10 tonnes)
Level 7	Can carry +100 people (25 tonnes)
Level 8	Can carry +250 people (50 tonnes)
Level 9	Can carry +500 people (100 tonnes)
Level 10	Can carry +1,000 people (200 tonnes)

Capacity examples for a variety of vehicles from the Items and Gear chapter (page 229) and the Dramatis Personae chapter from Book Two (page 225) include:

- *Level 1 – Caliburn's Road Blade motorcycle, Valkyrie Corps armour (in the rescue sling), Orion Racer sports car, military helicopter*
- *Level 2 – Heavy tank, construction vehicle*
- *Level 3 – Civilian helicopter, power boat*
- *Level 4 – Automaton Omega war mecha, Zapper truck*
- *Level 5 – The Guard's Mercury Jet, Janus's Geminus Transport, passenger car, sailboat*
- *Level 6 – Luxury yacht, bus*
- *Level 7 – Nemo III submarine*
- *Level 8 – Nuclear submarine, space freighter (up to 50k tonnes in space)*
- *Level 9 – Commercial airliner*
- *Level 10 – Wardenclyffe Pulse Carrier*
- *Level 11 – Interstellar battleship (2,500 people or up to 400k tonnes in space)*

CHANGE STATE

Attribute Cost: 3 Points/Level
Attribute Scope: Self only; 1 minute
Relevant Stat: Body

The character can change into a different state of matter – liquid, gaseous, incorporeal, or energy – for either a short duration (one minute or dramatic scene) or a long duration (several hours), depending on the Attribute Level. A character normally requires a full combat round (several seconds) to change between states. When this Attribute is activated, the character's body lacks the full solidarity of a regular form, and they don't have the same physical requirements (such as breathing, sleeping, eating, etc.) as a normal solid form. Examples of superpowered characters that may change into such forms include mystics, spirits, elementalists, mentalists, and living concepts. This Attribute can be assigned multiple times to represent a character with more than one non-solid state.

LIQUID STATE

A character in liquid state is amorphous and may resemble a mobile puddle of water. The character is material (but not solid) and can flow through cracks in walls, under doors, through pipes, etc. They cannot pick up solid objects and can only exert the pushing force of a gentle wave. Most physical attacks inflict one-half normal damage to the character (round down), but attacks that cover a wide area may inflict full damage. The character moves at normal speed over ground and can also move through other liquids at a similar speed (if the character has the Water Speed Attribute, then those higher speeds are possible).

GASEOUS STATE

This state is less substantial than a liquid state. The character cannot pick up solid objects and can only exert the pushing force of a gentle wind. Most physical attacks inflict only one-fifth normal damage (rounded down), but attacks that cover a wide area may inflict full damage. The character can move through air at their normal ground speed (if the character has the Flight Attribute, then those higher speeds are possible).

INCORPOREAL STATE

An Incorporeal state is without physical substance (for example, a ghost, living shadow, or someone projecting their consciousness into the Astral Plane). The character can pass through walls, walk on air or water, and perform similar ghost-like feats, though the character is still visible as normal (or slightly distorted, as appropriate). All physical attacks harmlessly pass through the character while incorporeal, while non-physical attacks (such as mental attacks) retain their full effects.

ENERGY STATE

An Energy state is similar to an incorporeal state, except the character does not have a normal visible form, and only extraordinary non-physical attacks can affect them (at the GM's discretion). The energy can be represented by a force such as electricity, radiation, light, or sound, or can represent a more abstract state of energy such as emotion, data, dream, or one of many other possibilities.

ENHANCEMENT

QUICK CHANGE

Rather than requiring several seconds, the character can change states nearly instantaneously and may attempt to do so as part of a defence roll against an incoming attack. This Enhancement grants the character minor edge (page 172) on the defence roll and success indicates the character changed states instead of evading the attack (which may avoid or reduce damage, depending on the state and nature of the attack).

Level 1	The character can change into a liquid state for a short duration
Level 2	The character can change into a liquid state for a long duration
Level 3	The character can change into a gaseous state for a short duration
Level 4	The character can change into a gaseous state for a long duration
Level 5	The character can change into an incorporeal state for a short duration
Level 6	The character can change into an incorporeal state for a long duration
Level 7	The character can change into an energy state for a short duration
Level 8	The character can change into an energy state for a long duration

With a minute of preparation (two assignments of the Activation Limiter), Telepaths Alice, Queen of Hearts and Ghost Lion can project their consciousness into the Astral Plane for several hours at a time (a Level 6 effect). While in this incorporeal state, physical attacks and environmental effects pass harmlessly through their Astral forms. Although their projection may be safe from most injuries, their helpless and comatose bodies remain behind. This significant Limitation takes Change State off the options table in many situations unless Alice or Ghost Lion are assured that allies watching over their bodies will keep them safe.

COGNITION

Attribute Cost: 2 Points/Level
Attribute Scope: Self only; Instantaneous
Relevant Stat: Mind

The character has either Precognition (the ability to access potential visions of the future) or Postcognition (the ability to see and hear true events of the past) - the player must decide which version when first assigned. When paired with the Area Enhancement (page 142), it can also represent a form of clairvoyance and clairaudience (perception of events at a distance). Cognition is a GM-defined Attribute, which allows them to limit its application and scope within the game. For example, for ease of application, Precognition usually cannot be used to anticipate an opponent's attack actions during a combat round.

Level 1	The character can perceive current events (when paired with Area); or up to a few seconds into the future or up to 1 minute into the past
Level 2	The character can perceive up to 1 minute into the future or up to 1 hour into the past
Level 3	The character can perceive up to 10 minutes into the future or up to 1 day into the past
Level 4	The character can perceive up to 1 hour into the future or up to 1 week into the past
Level 5	The character can perceive up to 1 day into the future or up to 1 month into the past
Level 6	The character can perceive up to 1 week into the future or up to 1 year into the past
Level 7	The character can perceive up to 1 month into the future or up to 10 years into the past
Level 8	The character can perceive up to 1 year into the future or up to 100 years into the past
Level 9	The character can perceive up to 10 years into the future or up to 1,000 years into the past
Level 10	The character can perceive up to 100 years into the future or up to 10,000 years into the past

COMBAT TECHNIQUE

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Situational use
Relevant Stat: —

The Combat Technique Attribute allows a character to perform astounding feats with a variety of weapons or while unarmed. Each Level gives the character one Combat Technique. The Game Master will determine if a specific manoeuvre can be assigned multiple times, unless the descriptions herein provide other guidance. The GM and players are encouraged to develop their own Combat Techniques as well.

Combat Techniques that use optional or expanded game rules from Chapter 09 (page 191) are noted.

BLIND FIGHTING

The character can fight hand-to-hand in poor light or absolute darkness, or against an invisible opponent, just as effectively as under normal conditions.

BLIND SHOOTING

The character can attack with ranged weapons in poor light or absolute darkness, or against an invisible opponent just as effectively as under normal conditions.

BRUTAL

Normally, unarmed attacks are a free Weapon Attribute at Level 0 (see page 129) for all characters. One assignment of this Technique increases unarmed attacks to a Weapon Level 1.

CONCEALMENT

The character has an uncanny ability to conceal hand-held objects about their person. As long as the character has something to hide the equipment (even if it's only long hair or a light robe), the character's weapons will not be noticed by anything short of an actual physical search.

CRITICAL STRIKE (OPTIONAL)

An attack is considered a critical hit (page 208) if the attack roll exceeds the defence roll by a margin of 12 (for double damage) or 18 (for triple damage). This Technique increases critical hit damage to triple damage or quadruple damage, respectively. Additionally, if the character's attack roll produces two dice each showing sixes (a "natural 12") – but does not exceed the defence roll by a margin of at least 12 – the attack still inflicts double damage.

DEATH DODGE

This Technique remains dormant in most circumstances and auto-activates to protect the character's life. If the character's Health Points would normally drop to or below zero in a combat situation – from an attack, weapon, or the use of an Attribute – Death Dodge triggers, and the character's Health Points are prevented from dropping below 5 in that moment. Death Dodge will only activate to protect the character once during each dramatic combat scene.

DEFLECTION

With a successful defence roll (page 182), the character can stand their ground and deflect a ranged attack away harmlessly instead of dodging or blocking the incoming attack. This Technique is often used to impress or intimidate the opponent or when the character does not want to give ground. The GM may decide that some types of attacks cannot be deflected, or that the defence roll is made with a minor or major obstacle.

EXTENDED RANGE

Characters with this Technique can double the distances when using ranged weapons (see Range Enhancement, page 143).

FLANKING DEFENCE (OPTIONAL)

The character is capable of defending against multiple attacks and opponents (page 210) each round and receives reduced penalties when outnumbered in battle. The second and third defences are made normally (instead of with a minor obstacle), while additional defences in the same round only suffer a minor obstacle (instead of with a major obstacle).

JUDGE OPPONENT

The character can judge their opponent's approximate Combat Value and weapon ability from the foe's attitude and posture even without actually seeing them fight. Additionally, the character can accurately estimate the opponent's remaining Health Points. For both of these advantages, the GM should provide descriptive indications such as "your enemy is much better than you are with a sword, but if you connect a few times with your atomic blast, it will drop him", rather than saying "the enemy's Attack Combat Value is 7, with a Melee Attack (Sword) Attribute Level 2, and he has 60 Health Points remaining".

LETHAL BLOW

Normally, unarmed attacks inflict Stun damage (see the Weapon Enhancement Stun, page 135). A character with this Technique inflicts normal damage with unarmed attacks instead.

LIGHTNING REFLEXES

The character reacts quickly in combat and frequently outmanoeuvres opponents. One assignment of this technique gives the character a minor edge on Initiative rolls, while two assignments give the character a major edge (see page 172).

MULTIPLE TARGETS (OPTIONAL)

The character is skilled at attacking multiple targets with a single action (page 205) and receives reduced penalties. Attacks suffering minor obstacles are made normally; attacks suffering major obstacles instead suffer minor obstacles. The defence roll edges any defenders gain are not affected, though.

PORTABLE ARMOURY

The character seemingly always has easy access to their weapons, regardless of their current situation. The equipment must still be acquired via the Gear (page 86) or Item (page 91) Attributes. Remarkably, the character can access them whenever needed, instead of being forced to return to where they are normally stored. Characters with Portable Armoury may also make quick field modifications to their weapons and gear.

PRECISE AIM (OPTIONAL)

The character shines when attempting attacks that require pinpoint accuracy and precision, and therefore receives reduced penalties. This includes making a called shot (page 204 – disarming, reducing or bypassing armour, striking a vital spot or weak point, etc.) or when attempting a special move or trick shot, such as carving an initial on someone's body or ricocheting an arrow off a wall to shoot a target around a corner. Attacks suffering minor obstacles are made normally; attacks suffering major obstacles instead suffer minor obstacles.

Furthermore, when the character uses tactical actions (page 176) in combat, they receive major edges on their associated attack rolls instead of minor edges.

REFLECTION

If the character has the Deflection Combat Technique and makes both a successful Deflection defence and a successful attack roll (which uses up their next attack action), they can reflect a ranged attack towards any target within range (including the attacker) without damaging the blocking object. This Reflection is treated as a normal attack against the target. The GM may decide that some types of attacks cannot be reflected or can only be reflected under certain circumstances (such as requiring a mirrored surface to reflect a laser attack).

RUSH ATTACK

The character can make aggressive rushing, leaping, or diving attacks in melee combat, delivering additional damage due to momentum. Any time the character has a higher Initiative than their opponent and is free to move, they may attempt a rush attack. If the attack roll is successful, the character gets an extra +1 to their Damage Multiplier when determining damage inflicted. If the character fails to hit, however, they are off balance and suffer a minor obstacle to all defence rolls until their turn to act in the following round.

STEADY HAND (OPTIONAL)

The character can attack with ease while moving quickly or otherwise engaged in complex stunts (page 206) and receives reduced penalties. Attacks suffering minor obstacles are made normally; attacks suffering major obstacles instead suffer minor obstacles. A character with Steady Hand can also use tactical actions while in motion (page 176).

TWO WEAPONS (OPTIONAL)

The character can fight effectively with two melee or ranged weapons at once against the same or different targets (page 205) – provided both weapons are designed for one-handed use – and consequently receives reduced penalties. Attacks suffering minor obstacles are made normally; attacks suffering major obstacles instead suffer minor obstacles.

Alternatively, the character may defend with two melee weapons when fighting multiple opponents. They are treated as having the Flanking Defence Combat Technique, but suffer minor obstacles on any attack rolls they make in the same round.

The character can only use one of these two-weapon combat options each round, with any bonuses and penalties applying for the entire round.

WEAPONS ENCYCLOPAEDIA

The character has the ability to recall the vital statistics and important quirks of practically all known commercially available weapons (and perhaps a section of black-market weapons as well). This includes its general level of reliability as well as all vital statistics, such as material composition, manufacturer, ammunition capacity, calibre, model year, possible outfitted accessories, etc. Characters without this ability will only have such information on weapons they actually own or use regularly.

Level 1	1 Combat Technique
Level 2	2 Combat Techniques
Level X	X Combat Techniques

HEARTBREAKER

COMPANION

Attribute Cost: 4 Points/Level
Attribute Scope: External individual; Permanent
Relevant Stat: —

The character has a sidekick or assistant that perhaps serves as a familiar, pet, associate, close friend, general ally, or bodyguard. Examples of Companions could include: a junior superhero, talking animal familiar, a helpful robot, an artificially intelligent synthetic being, a sorcerer's apprentice, a fierce wolf or other animal, a bound demon or ghost, a sentient starship, a dedicated henchman, a vampire's enslaved thrall, a magical stuffed toy or doll, etc. Review Chapter 11 (page 267) for Companion examples.

Companions are NPCs controlled by the GM, but they will normally be loyal to their benefactors, and work toward that character's best interests (as they perceive them). Nevertheless, they should have their own personalities and may occasionally get into trouble of their own. Fellow player characters are not Companions, nor are casual NPC friends, patrons, or allies who have their own agendas or interests but occasionally help the player characters.

A Companion is created in the same way as a character and is built on 10 Character Points for every Level of the Companion Attribute (Companions with negative Character Point totals, such as weaker or significantly smaller allies, fall under Level 1 of this Attribute). GM permission is required to create a Companion who has a Character Point total greater than the character to which they are allied. Some relationship-based Defects (such as Hounded, Obligated, Red Tape, etc.) are not typically assigned due to the Companion's innate role as a character's subordinate.

To have multiple Companions, a character must either assign the Companion Attribute several times (at the same or different Levels) or instead assign the Minions Attribute (page 98) to represent a large number of relatively weak allies.

Level 1	Companion has up to 10 Character Points
Level 2	Companion has up to 20 Character Points
Level X	Companion has 10X Character Points

Pan always has a Belle sidekick, although the specific identity of Belle changes over time as the girls grow into women. Currently, that role is filled by Belle-Barbara. Pan has the Companion Attribute at Level 8, so Belle is created like a normal character from 80 Points. As a sidekick, Belle has significantly fewer Points than Pan (who is built from 175 Points total).

Mister Matthews's original bodyguard Companion was Montgomery, the mutant grizzly bear chimera. After Monty gained heightened intelligence and left his keeper to become Ursus Caesar, Mister Matthews revisited an old lab experiment to create a replacement Companion: Nickolaus, the mutant polar bear chimera. His Level 7 Companion Attribute provided Mister Matthews with 70 Points to literally create Nickolaus as his bodyguard.

CONNECTED

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Ongoing
Relevant Stat: Soul

The Connected Attribute represents a character's close relationship with a hierarchy of some sort that grants them access to resources, respect, and privileges. Examples of such organisations include teams of heroes and villains, governments, powerful corporations, military units, community neighbourhoods, organised crime rings, secret guilds and societies, and religions.

The organisation selected should have moderate power within the game setting, and the GM and player should discuss the proposed organisation before gameplay begins to ensure they are both on the same page regarding the organisation's scope and importance. Connected should not be assigned if the selected organisation will not have a meaningful impact on the game and only makes appearances infrequently.

Connected is a relatively inexpensive Attribute because the benefits the connection provides are not guaranteed and frequently come with strings attached. The character must follow the goals of the organisation in order to gain the use of its resources. The other members are assumed to be loyal to the organisation itself, not the Connected character. Followers with personal loyalty to the character are better represented by Companion (see left) and Minions (page 98) Attributes, while resources that belong directly to the character are represented by Gear (page 86), Item (page 91), and Wealth (page 127) Attributes. These Attributes can blend with one another, of course. For example, the President of a important country could have both a high Connected Attribute (representing their status and access to resources) as well as a number of Companions (those individuals personally devoted to the character, for whatever reason).

For campaigns in which all players belong to the same organisation that is central to the game (such as a superhero team, secret society, or crew of freedom fighters), the GM may decide that the Connected Attribute is not required. Consequently, this Attribute is optional; the GM may prefer to treat organisation membership as a background detail instead.

Since Connected measures the absolute power that a particular position grants, smaller organisations may only have a few Levels. A club or small business, for example, will usually have no more than three Levels unless it is exceptionally well connected.

ENHANCEMENTS

SIGNIFICANT POWER

The organisation to which the character is connected has significantly more influence within the game setting rather than just one with moderate power. In a high school comedy superhero game, for example, the school's autocratic vigilante student council might wield significant power; in most settings, it would be a completely trivial organisation and wouldn't need the Connected Attribute.

GREAT POWER

Counts as 2 Enhancements (Attribute effectiveness reduced by 2 Levels). The organisation to which the character is connected has an important and diverse role within the game setting and provides the character with much larger advantages than one with only moderate power. For example, a criminal organisation could be considered to have great power in a low-power, street-level game but merely moderate power in a global game setting.

Level 1	Associated – Examples include a private or corporal in the army, an ordinary police officer, an up-and-coming gang member, the class rep on a student council, or a junior employee in a corporation
Level 2	Respected – Examples include the boss of a small business, the student council head, an established gang member, a sergeant in the army, a police detective, a respected employee in a corporation, or the sheriff or priest of a small town
Level 3	Modest Authority – Examples include a lieutenant in the army, a junior executive in a large corporation, the mayor of a small town, a city councillor in a big city, an abbot of a monastery, or the deputy chief of police in a large police department
Level 4	Local Authority – Examples include a ranking gang member, a departmental vice-president in a corporation, a junior congressional representative, or a middle-ranking army officer, such as a company commander (captain or major)
Level 5	Regional Authority – Examples include a senior congressional representative, an army colonel in command of a regiment, a big-city mayor, or a popular regional religious leader – all of which can exercise power over a sizeable area
Level 6	Provincial Authority – Examples include a senior vice-president in a corporation, a US senator, a high-ranking army officer such as an army brigade or a divisional commander, the boss of a state-wide crime syndicate, or the major nobles or courtiers in a small kingdom
Level 7	National Authority – Examples include the president or king of a small nation, a senior member of the government in a powerful nation (such as grand vizier, secretary of defence, or the governor of a major US state or an imperial province)
Level 8	International Authority – Examples include the leader of a powerful nation or a hierarchical world religion, such as the President of the United States or the Pope
Level 9	Planetary Authority – Examples include the ruler of the entire known world or planet, or senior members of the government or military in a multi-world power, such as admiral of the star fleet
Level 10	Extraplanetary Authority – Examples include the ruler of multi-world nation whose boundaries extend to other planets or even other dimensions

The canonical Absolute Power characters presented in Book Two's Dramatis Personae chapter (page 225) include a spectrum of Connected organisations. Such affiliations may reflect moderate, significant, or great power in your specific campaign vision. We have only indicated that the five members of the Guard – Sentinel-Earth's greatest superhero team – benefit from the Significant Power Enhancement. A non-exhaustive list of other Connected organisations to which core characters in Book Two are tied include:

- *Sanctuary Alliance (mystics and adepts)*
- *Red Anodyne (metahuman rights activists)*
- *Wardenclyffe Agency (scientists and adventurers)*
- *UNION (global and space superhero team)*
- *Imperium Eutherion (animal and nature empire)*
- *White Rooks (would-be world conquerors)*
- *Echelon Alliance (outlaw metahuman guild)*
- *Haud Empire (galactic alien invaders)*
- *An assortment of agencies, including Russia, Japanese government, MI5, Chinatown, and more*

CONTROL ENVIRONMENT

Attribute Cost:	1 Point/Level
Attribute Scope:	10-metre radius; 1 minute
Relevant Stat:	Soul

The character can initiate minor influence in a surrounding 10-metre area over environmental conditions such as light, darkness, heat, cold, humidity, sound, smell, specific weather conditions, etc. Creating a particular zone of environmental control requires a general action (page 176). The effect normally lasts for up to one minute or dramatic scene.

The control is not sufficient to inflict significant damage on individuals or objects within the area of influence unless the target is particularly susceptible to damage from that environment (such as delicate plants dying from cold air or an underground clan of mole-people with a sensitivity to bright light). For damaging environmental effects, the character should acquire the Weapon Attribute (page 128) with a Dependent Limiter (page 146) for the Control Environment Attribute. For a much more versatile influence over the environment (such as full weather control) see the Dynamic Powers (page 78) or Power Flux (page 103) Attributes.

Level 1	Influence over 1 environment
Level 2	Influence over 2 environments
Level X	Influence over X environments

General Winter's Control Environment is focussed on snow, which allows him to call blizzards, freeze lakes, and blanket his surroundings in frost and cold. Since it also has four assignments of the Area Enhancement (a 1 km radius), General Winter's Attribute is Level 5 to produce the effects of Level 1 – a single environment.

CONVERSION

Attribute Cost: 3 Points/Level
Attribute Scope: Self only; Ongoing
Relevant Stat: Body

A character with this Attribute temporarily gains new abilities after suffering damage. Martial warriors who can only deploy their most powerful "finishing moves" after they have taken a beating sometimes possess this ability. It is also often applicable to primal mystical champions, super robots, and transdimensional monsters that simply feed on the energies of beams, bullets, magic, or other attacks. Unless the right attack form is used against such opponents, they will simply keep getting stronger as they battle.

A character with this Attribute still loses Health Points from damaging attacks (such as guns, swords, punches, energy blasts, or falls), but suffering damage also grants additional Character Points that they can temporarily assign to Attributes. Points can be accumulated between attacks or combat rounds; they need not be allocated immediately after they are gained. The converted Points can only be assigned to Attributes the character already possesses and not new Attributes (GM discretion).

Damage cannot both be converted and absorbed (by the Absorption Attribute, page 66) at the same time. Conversion has no effect on attacks that inflict no actual damage, such as unarmed attacks with Weapon Level 0, Weapons at Level -1, and temporary Stun damage (page 135). Conversion is also not effective against other offensive Attribute, such as Metamorphosis (page 95) or Mind Control (page 96), nor the extra damage from Continuing Weapons (page 131). Damage blocked by the character's Armour and Force Field Attributes consequently cannot be converted because no damage was inflicted.

The extra Points gained through combat dissipate shortly after the current battle has finished or before the next dramatic scene (GM's discretion). The maximum number of extra Points gained during one scene – even after damage from multiple attacks has been converted – equals one half the character's normal Point total. Damage converted to Points after that threshold are lost.

At each Level, the character gains 1 temporary Character Point for every 10 damage received from each single attack (round down). Most often, characters use these Points to enhance the following Attributes: Armour, Extra Actions, Force Field, Massive Damage, Regeneration, Weapon, and Superstrength. Conversion cannot normally be used to increase Stats (even through the Augmented Attribute) or acquire the Tough Attribute (see Absorption to increase the character's Health Points).

With GM permission, Conversion may be designed to convert forms of energy into Points, rather than converting damage. Examples of energy include: sound, light, radiation, mass, heat, and others. The progression of the Attribute under these conditions must be discussed with the GM since such energy forms do not inflict traditional damage.

RED
PHOENIX

ENHANCEMENT

ESCALATE

With this option, even attack damage that has been blocked by the character's Armour or Force Field Attributes can be converted into temporary Points.

Level 1	The character gains 1 temporary Character Point for every 10 damage inflicted
Level 2	The character gains 2 temporary Character Points for every 10 damage inflicted
Level X	The character gains X temporary Character Points for every 10 damage inflicted

Sarah Gebhart gains the Conversion Attribute at Level 2 when she dons her mystical Red Phoenix armour. Her Conversion benefits from the Escalate Enhancement and suffers from the Localised: Shield Only Limiter. Consequently, every 10 damage that Red Phoenix blocks with her shield grants her 2 bonus Character Points (20 damage into 4 Points, 30 damage into 6 Points, 40 damage into 8 Points, etc.). Damage that Red Phoenix suffers directly or is otherwise not deflected by her shield cannot be converted.

With her newly gained bonus Points, Red Phoenix can augment the Levels of nearly any Attributes she possesses for the duration of the dramatic combat scene. She frequently directs these Points to increase Attributes that assist her in battle, including Dynamic Powers, Extra Actions, Superstrength, and Regeneration, as well as situational attack and defence bonuses.

DATA ACCESS

Attribute Cost: 2 Points/Level
Attribute Scope: Variable radius; Ongoing once activated
Relevant Stat: Mind

With a successful Mind Stat roll, characters with this Attribute can access, read, and understand data from all computers or digital technology in the surrounding area. The Attribute Level determines the maximum area in which the computers can be scanned. To read multiple computers over a network, the area Level must be high enough to encompass the target computers. Since this Attribute can be a very powerful tool in a campaign, the GM and players should ensure it is used appropriately.

In a specific setting, Data Access can be modified to access organic information from the natural environment instead (such as in an eco-magic supers campaign). Characters who can control (rather than just read) complex networks or robots should take the Mind Control Attribute (page 96). Characters who can control mechanical technology such as automobiles and construction equipment might instead possess the Telekinesis Attribute (page 120) with a specific Limiter. This will let them manipulate levers, steering wheels, screens, and other components remotely.

Level 1	Can access technology within a precise area (10 cm radius)
Level 2	Can access technology within a small area (1 m radius)
Level 3	Can access technology within a moderate area (10 m radius)
Level 4	Can access technology within a building-sized area (100 m radius)
Level 5	Can access technology within a neighbourhood-sized area (1 km radius)
Level 6	Can access technology within a city-sized area (10 km radius)
Level 7	Can access technology within a county-sized or state-sized area (100 km radius)
Level 8	Can access technology within a country-sized area (1,000 km radius)
Level 9	Can access technology within a planet-sized area (10,000 km radius)
Level 10	Can access technology within an orbital-sized area (100,000 km radius)

Once Iron Duke reclaimed his former super-genius status with Kreuzritter's help, he upgraded many of the digital components to his mechanical body. The Duke now has the Data Access Attribute at Level 2, which facilitates a wireless connection to read and comprehend nearly any form of digital technology within a 1-metre radius.

DEFENCE MASTERY

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

Defence Mastery denotes either an innate danger instinct or the character's intimate knowledge of a wide range of defensive combat techniques covering all aspects of armed and unarmed encounters. The Melee Defence (page 93) and Ranged Defence (page 106) Attributes lets a character specialise with particular weapons or specific styles, but Defence Mastery allows a character to pick up any weapon (or use none at all) and still proficiently defend. See page 59 for more information on the Defence Combat Value.

Level 1	Defence Combat Value increases by 1
Level 2	Defence Combat Value increases by 2
Level X	Defence Combat Value increases by X

Superhumans, both hero and villain, tend to throw down in battle regularly. Many characters have thus dedicated themselves to enhancing their defensive combat repertoire through the Defence Mastery Attribute, including the Last Knight, Caliburn (Level 4), metahuman activist Seawolf (Level 4), powerful psychic Britannia (Level 5), professional assassin Heartbreaker (Level 5), and alien speedster Slipstream (Level 6).

DIMENSION WALK

Attribute Cost: 5 Points/Level
Attribute Scope: Self only; Ongoing once activated
Relevant Stat: Soul

This Attribute is an adventurous way to visit other dimensions (see Portal, page 102, for an alternate method). The character can shift from one dimension to an "adjacent" dimension within a few minutes by walking (or riding, driving, flying, etc.), and the landscape gradually changes to match the new dimension's reality. Allies within the immediate area of the character can accompany them on the Dimension Walk as well.

The character's Level determines the degree that the details of the adjacent dimension can differ from their current dimension within those few minutes. For example, a character with Level 1 (insignificant changes) can quickly walk to a dimension with a green sky or one without shrimp. At Level 3 (minor changes), the dimension could have flying cars or neighbourhoods of talking animal citizens in Empire City suburbs. At Level 6 (major changes), the character could walk from the Sentinel-Earth modern setting to a related high fantasy setting where technology is replaced by magical devices. At all Levels, characters can continue their Dimension Walk for extended periods (hours, days, or longer) to compound the changes to arrive at a dimension destination that is completely different from the origin dimension, with higher-Level characters completing their travels in less time than lower-Level characters.

The GM also determines what dimensions are "adjacent" in their setting. This could limit travel to a reality that is subtly different or one that is connected metaphysically (as Sentinel-Earth is with the alternate Earth versions). Travel between specific identified dimensions with Dimension Walk is also possible, rather than simply shifting between generic destinations. This Attribute represents a powerful ability, and players should ensure that it is compatible with the GM's concept of the campaign's metaphysics and cosmology before selecting it for their characters.

Level 1	The visited adjacent dimension can reflect minimal changes
Level 2	The visited adjacent dimension can reflect minor changes
Level 3	The visited adjacent dimension can reflect moderate changes
Level 4	The visited adjacent dimension can reflect significant changes
Level 5	The visited adjacent dimension can reflect major changes
Level 6	The visited adjacent dimension can reflect drastic changes
Level 7	The visited adjacent dimension can reflect exceptional changes
Level 8	The visited adjacent dimension can reflect extreme changes
Level 9	The visited adjacent dimension can reflect excessive changes
Level 10	The visited adjacent dimension can reflect legendary changes

DYNAMIC POWERS

Attribute Cost: 10 Points/Level
Attribute Scope: Situationally variable
Relevant Stat: Variable

Dynamic Powers represents extensive control over a minor element, ideology, natural phenomenon, or sphere of influence. At low Levels, the character is an initiate, and can only affect small changes in the Attribute's influence. At high Levels, the character holds mastery over a particular realm and has an intimate understanding of all things relating to the Attribute sphere. Examples of minor categories include: a classical element (water, fire, wind, earth), a limited concept or idea (lust, protection, charm, pride), a minor aspect of nature (temperature, friction, insects, sunlight, clouds, sea creatures), or a limited sphere of influence (keys, silence, cats, writing, guns, a small locality, nutrition).

Alternatively, rather than influencing a simple sphere of influence, the character might have minor control over a more descriptive realm such as "never being late", "always having the right amount of money", "people laugh with me, never at me", "always having the right outfit for the right situation", etc. While these event spheres are limited in scope, they also cross all power boundaries when appropriate.

If the character makes a successful Stat roll (as determined by the GM; see Chapter 08, page 170), they can manipulate aspects of the chosen area of influence. Since this is a story-driven Attribute, there are few definitive rules regarding what a character can and cannot do with a particular Attribute Level, with the Level progression being primarily descriptive in nature.

This is a very open-ended Attribute and should be discussed with the GM at length to determine the effects and limitations in their game. It is for advanced players and Game Masters only. Proper use of Dynamic Powers will not unbalance the game, but rather can provide many opportunities for character innovation. The effect can vary depending on the need of the story and the emotional intensity of the situation. Dynamic Powers should only be assigned in campaigns where the GM is comfortable with a story-driven approach to power use. GMs who do not wish to adjudicate Dynamic Powers can prohibit it or restrict it to a very low Level. Players and GMs who desire a more rigid yet adaptable Attribute should assign the Power Flux Attribute (page 103). This will allow a character to produce similar dynamic effects with a tighter, more straightforward mechanistic effects frameworks.

ENHANCEMENTS

MAJOR CATEGORY

The character's influence extends to a major or large category that has a significant impact on the game instead of just a minor one. Examples include: a broad concept or idea (love, communication, travel, strength), a major aspect of nature (weather, magnetism, gravity, electricity, animals), a specific category of magic (nature, summoning, movement, creation, fairy tale), or a broad sphere of influence (cities, computer data, health, necromancy, truth, manufacturing, fertility, weapons, drugs, shapeshifting).

PRIMAL CATEGORY

Counts as 2 Enhancements (Attribute effectiveness reduced by 2 Levels). The character's influence extends to a primal or universal category that has an extreme impact on the game instead of just a minor one. Examples include core concepts and primary spheres of influence such as Time, War, Death, Life, Earth, Stars, Thought, Magic, Force, Math, Self, Law, Chaos, Heaven, Hell, Dimensions, Dreams, and others.

Level 1	Minimal control over their specific area
Level 2	Minor control over their specific area
Level 3	Moderate control over their specific area
Level 4	Significant control over their specific area
Level 5	Major control over their specific area
Level 6	Drastic control over their specific area
Level 7	Exceptional control over their specific area
Level 8	Extreme control over their specific area
Level 9	Excessive control over their specific area
Level 10	Legendary control over their specific area

Kreuzritter has refined his Dynamic Powers Attribute with a Primal: Magic sphere of influence. This example uses the suggested guidelines on page 189.

In a battle against an upstart group of heroes hoping to bring down the mighty tyrant, Kreuzritter flexes his magical muscles. With Level 4 Dynamic Powers, he can channel up to 8 Levels of Attributes with the maximum Level for any individual Attribute at Level 4.

As the heroes rush in, Kreuzritter summons a wicked vortex throughout the area that hampers movement and power use; he is duplicating the scope of the Unaffected Attribute to hinder the heroes' efforts to use their abilities against him. He assigns Unaffected at Levels 4, imposing a -8 penalty on all his opponent's attempts to affect him with Attributes. He also uses the winds to mimic Nullify: Flight at Level 3 to ground his opponents and take away their mobility. With the single remaining Level, he generates a Force Field of swirling debris around himself that provides 10 Armour Rating from attacks. With his defences set, he proceeds to show the heroes the meaning of true power.

As the battle unfolds, Kreuzritter recognises that the team's fliers are all grounded, so he no longer requires the 3 Levels of Nullify. He also dispels the Force Field but keeps the winds going that power his Unaffected Attribute, though reducing it to Level 2. He instead starts bashing the teens with Telekinesis: Earth at Level 4, which allows him to toss around one tonne of rock. With the remaining 2 Attribute Levels available to him, he creates a Level 2 Weapon to shoot gouts of magma from the ground at the heroes. He uses the Telekinesis to encase the heroes in rock, slowly crushing them and making it easier to bury them in magma. The heroes learn too late why Kreuzritter is the most feared villain in the world – and he didn't even need to tap into the Elemental Dynamic Powers of his suit of armour.

ELASTICITY

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Ongoing once activated
Relevant Stat: Body

The character can stretch or contort their limbs and/or body to a superhuman degree. This is most appropriate for rubbery metahumans, giant robots with telescoping arms, sinuous aliens, transdimensional creatures, and extendable grapple lines built into Items. Increased Levels not only provide greater flexibility, but also the control over fine manipulation (such as using a stretched finger to move specific tumbling mechanisms in a padlock). At high Levels, characters can squeeze under doors and through small holes, as well as mimic crude shapes. While stretched, the character receives a minor edge (page 172) on unarmed attack rolls. Extremely malleable characters who can contort their bodies into virtually unlimited shapes to gain the benefits of other Attributes should acquire the Dynamic Powers (page 78) or Power Flux (page 103) Attributes instead.

Level 1	Can stretch their body up to 10 cm
Level 2	Can stretch their body up to 30 cm
Level 3	Can stretch their body up to 1 m
Level 4	Can stretch their body up to 3 m
Level 5	Can stretch their body up to 10 m
Level 6	Can stretch their body up to 30 m
Level 7	Can stretch their body up to 100 m
Level 8	Can stretch their body up to 300 m
Level 9	Can stretch their body up to 1 km
Level 10	Can stretch their body up to 3 km

ENEMY ATTACK

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

For each Level, the character gains a +2 bonus to their Attack Combat Value whenever they are battling specific types of opponents. Examples include: members of a specific organisation or team, spirits or undead, animals, extra-dimensional beings, a specific alien species (Haud, Parousians, etc.), blood relatives, a particular nemesis, etc. Players are encouraged to develop a compelling backstory that explains why their character receives these attack bonuses. This bonus actually increases the Attack Combat Value when attacking the specific opponents, and thus relevant damage inflicted (page 183) is increased as well.

The benefits of Enemy Attack are cumulative with those provided by the Attack Mastery (page 69), Melee Attack (page 92) and Ranged Attack (page 106) Attributes in appropriate situations.

Level 1	Attack Combat Value increases by 2 against specific opponents
Level 2	Attack Combat Value increases by 4 against specific opponents
Level X	Attack Combat Value increases by 2X against specific opponents

ENEMY DEFENCE

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

For each Level, the character gains a +2 bonus to their Defence Combat Value whenever they are defending against specific types of opponents in combat. Examples include: members of a specific organisation or team, spirits or undead, animals, extra-dimensional beings, a specific alien species (Haud, Parousians, etc.), blood relatives, a particular nemesis, etc. Players are encouraged to develop a compelling backstory that explains why their character receives these defence bonuses.

The benefits of Enemy Defence are cumulative with those provided by the Defence Mastery (page 77), Melee Defence (page 93) and Ranged Defence (page 106) Attributes in appropriate situations.

Level 1	Defence Combat Value increases by 2 against specific opponents
Level 2	Defence Combat Value increases by 4 against specific opponents
Level X	Defence Combat Value increases by 2X against specific opponents

ENERGISED

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

Possessing this Attribute increases the Energy Points of the character, allowing them to draw on a greater pool of internal reserves in times of need. This can often represent someone who has strong control over their ki or psychic energy, or simply extra energy stamina. See the Energy Points Derived Value (page 59) for information on Energy Points and their uses.

Energised normally adds directly to the character's Energy Points, but it can also be acquired with a Limiter that restricts its use – most often Activation (page 145), Assisted (page 145), Emotional (page 146), Environmental (page 146), or Equipment (page 147); others are only applicable with GM permission. If so, it forms a separate pool of Energy Points that are only usable in certain circumstances, and the player will have to keep track of these Energy Points separately. An example of an Energised Attribute with a Limiter would be a martial artist mystic who had Energised (Emotional); in times of crisis, an extra pool of Energy Points is available. Another example would be a priest who had Energised (Environmental: Temple) and consequently could only access the extra Energy Points while inside the house of their deity.

Level 1	Energy Points increase by 10
Level 2	Energy Points increase by 20
Level X	Energy Points increase by 10X

EXORCISM

Attribute Cost: 1 Point/Level
Attribute Scope: 1 target; Touch; Instantaneous
Relevant Stat: Soul

A character with this Attribute knows how to perform or create rituals, charms, or spells (or has a psychic power) that are capable of releasing (through touch) the victims of supernatural entities, possession, or mental domination. The Exorcism Attribute may also be contained within Items such as revered mystical relics as well. An exorcist may make only one attempt per combat or dramatic scene to release the victim from the undesired control.

Exorcism may be used to reverse the results of the Mind Control Attribute (page 96). The attempt is made against the subject of the control, but it is the controller (who may or may not be present) who resists. A successful exorcism releases a character who is subject to Mind Control. This requires an opposed roll between the exorcist's Soul Stat + twice the Exorcism Attribute Level and the controller's Soul Stat + Mind Control Attribute Level. If the exorcist wins, the target is freed. If they fail, the target remains under control, and the possessing character is alerted that someone is attempting to interfere with that control.

Exorcism may also reverse the effects of the Metamorphosis Attribute (page 95) if the alteration is Soul-based (GM's discretion). If it is physical in nature, the Healing Attribute (page 87) is used instead of Exorcism. Use the same procedure as outlined for Mind Control: make an opposed roll between the exorcist's Soul Stat + twice the Exorcism Attribute Level and the source of the Metamorphosis's Soul Stat + Metamorphosis Level.

Some exorcists also have the power to actively dispel spirits, undead, and other entities who are present in the flesh by draining energy from them, sending them home, or destroying them. This effect could instead be taken as the Weapon Attribute (page 128) with the Targetted (and often Psychic) Enhancements.

Level 1	Add 2 to the character's Soul Stat roll when attempting an exorcism
Level 2	Add 4 to the character's Soul Stat roll when attempting an exorcism
Level X	Add 2X to the character's Soul Stat roll when attempting an exorcism

As an avid adherent to Vodoun practices, the Baron is empowered by the loa to exorcise the tainted soul of individuals who are possessed by dark spirits, transdimensional demons, and arcane puppeteers exerting Mind Control over the victim. His efforts frequently place him in opposition to his nemesis, Doc Cimitière, and the terrifying Bloody Mary. The Baron's Exorcism Attribute is Level 2, which grants him a +4 Soul Stat roll bonus when attempting an exorcism.

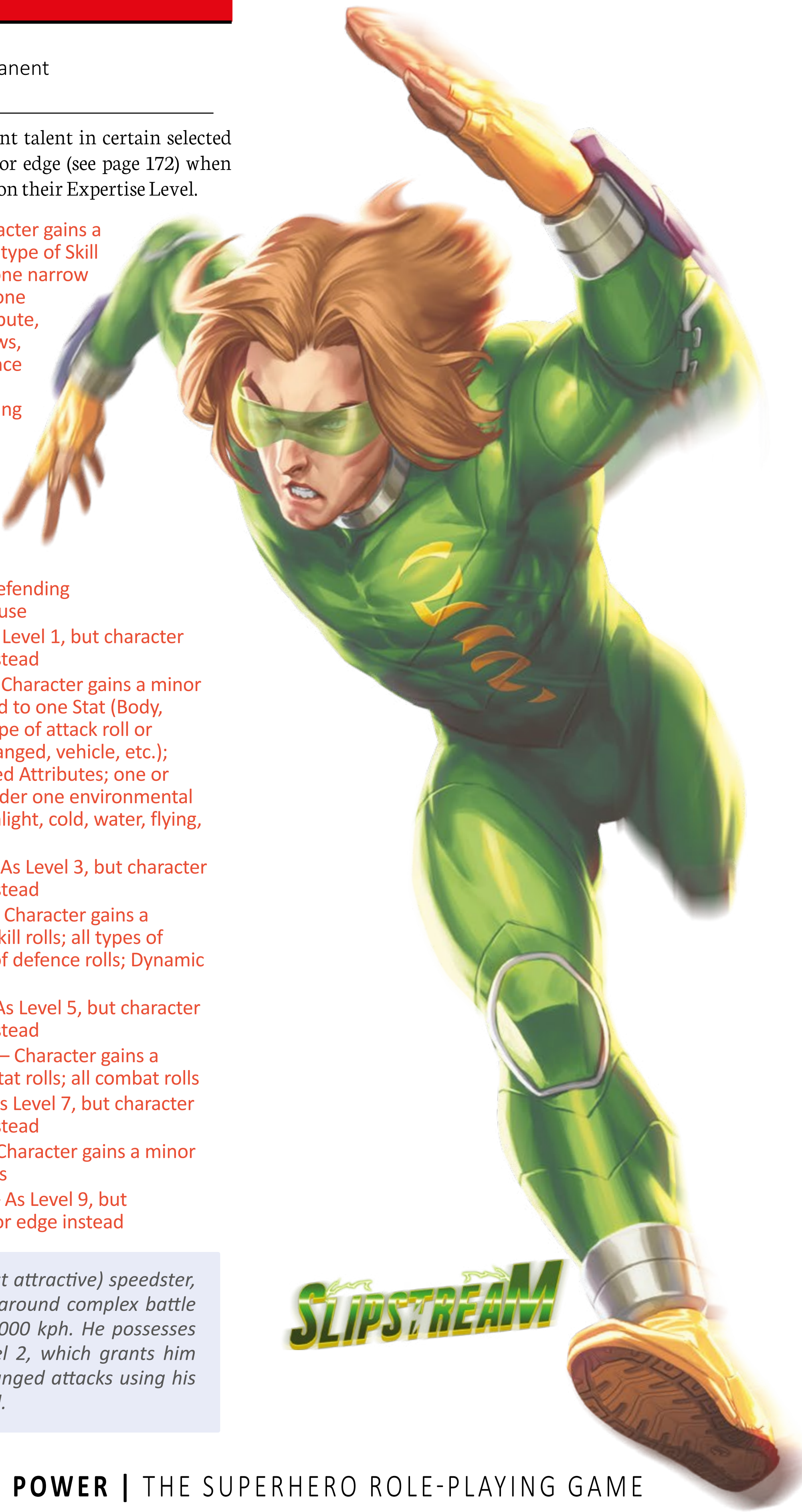
EXPERTISE

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

The character displays a dominant talent in certain selected situations and gains a minor or major edge (see page 172) when making related dice rolls, depending on their Expertise Level.

Level 1	Base Expertise – Character gains a minor edge with: one type of Skill roll; attack rolls with one narrow category of weapon (one specific Weapon Attribute, unarmed, swords, bows, handguns, etc.); defence rolls with one narrow guarding category (using a shield, unarmed, driving/piloting a vehicle, while flying, using superspeed, swimming, swords, etc.); a specific identified Attribute; opposed rolls when defending against an Attribute's use
Level 2	Precise Expertise – As Level 1, but character gains a major edge instead
Level 3	Moderate Expertise – Character gains a minor edge with: rolls related to one Stat (Body, Mind, or Soul); one type of attack roll or defence roll (melee, ranged, vehicle, etc.); a small group of related Attributes; one or more types of rolls under one environmental condition (such as sunlight, cold, water, flying, moonlight, etc.)
Level 4	Upgraded Expertise – As Level 3, but character gains a major edge instead
Rank 5	Significant Expertise – Character gains a minor edge with: all Skill rolls; all types of attack rolls; all types of defence rolls; Dynamic Powers or Power Flux
Level 6	Dramatic Expertise – As Level 5, but character gains a major edge instead
Level 7	Exceptional Expertise – Character gains a minor edge with: all Stat rolls; all combat rolls
Level 8	Extreme Expertise – As Level 7, but character gains a major edge instead
Level 9	Excessive Expertise – Character gains a minor edge with: all dice rolls
Level 10	Legendary Expertise – As Level 9, but character gains a major edge instead

As the world's fastest (and most attractive) speedster, Slipstream can effortlessly zip around complex battle scenes at speeds close to 100,000 kph. He possesses the Expertise Attribute at Level 2, which grants him a major edge when dodging ranged attacks using his Parousian-powered superspeed.



EXTRA ACTIONS

Attribute Cost: 4 Points/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

This Attribute reflects the character's ability to act extremely rapidly. Each round, the character may make one or more additional attack or general actions – all of which occur on the character's Initiative. Unless two or more opponents are very close together, though, attacks with limited range must target the same person. Assigned to Items, Extra Actions can represent computer or other automatic assistance (or perhaps magical enhancements).

Level 1	Gains 1 additional action each round
Level 2	Gains 2 additional actions each round
Level X	Gains X additional actions each round

EXTRA ARMS

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

Unless indicated otherwise, all characters normally possess two arms and hands. By assigning this Attribute, the character can acquire more – usually because they are of non-human origin. An arm is defined loosely as an appendage that can reach out and manipulate objects. A trunk, tentacle, or prehensile tail can be an arm; an appendage that simply ends in a gun-barrel, melee weapon, stump, or tool mount is not. Legs with paws or feet are not usually considered to be arms unless the character has good manipulation ability when using them (such as the way chimpanzees can use their feet to grasp objects). Additional arms are useful for holding onto several things at once but do not give extra attacks (for that ability, see Extra Actions Attribute above).

Possessing only one arm or no arms is reflected by the Impaired Manipulation Defect (page 156).

Level 1	1 extra arm
Level 2	2 extra arms
Level 3	3-5 extra arms
Level 4	6-10 extra arms
Level 5	11-25 extra arms
Level 6	26-50 extra arms
Level 7	51-100 extra arms
Level 8	101-250 extra arms
Level 9	251-500 extra arms
Level 10	501-1,000 extra arms

> *Sentinel-Earth's literal cat-woman, Princess Grimalkin, has a prehensile tail that assists her in a wide range of everyday situations and combat engagements. Her tail is represented by the Extra Arms Level 1 Attribute since it capable of dexterous manipulation.*

FEATURES

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: Variable

The character possesses various secondary abilities that grant useful, but minor, advantages. The GM may decide that some specific features are too trivial (in the context of the campaign) to require characters to purchase this Attribute to represent it. In particular, a character or Item need not acquire accessories that are purely descriptive, implied by other Attributes (such as fins if you have Water Speed), or are ubiquitous given its size and functions (like headlights or safety belts in a modern vehicle, daily living conveniences on a long-range space cruiser, or fur/feathers on an animal). GMs should take care not to make individual Features too important. If a Feature is so useful that every character needs it to thrive and survive, it shouldn't be just a Feature.

See Table 5-2: Example Features for a non-exhaustive list of Features that the GM may make available in your game. You are encouraged to create custom Features as well.

PERSONAL FEATURES

Features can also be used to grant various minor talents, such as eidetic memory, perfect pitch, or weather sense. Personal features of this sort may grant a minor edge (page 172) on Stat or Skill rolls in certain circumstances.

RACIAL FEATURES

Features possessed by non-humans can reflect various small biological advantages provided they are not covered by other Attributes. Examples of racial features include low-light vision (like a cat possesses, not the ability to see in total darkness), a pouch, light armour (with Armour Rating 1-4), etc. A wide range of other Attributes covers other more useful racial abilities and features such as wings (see Flight, page 84), fangs (see Weapon, page 128), and enhanced hearing (see Heightened Senses, page 87). Highly useful abilities are best represented by Attributes and not Features.

TECHNOLOGICAL FEATURES

These are usually assigned to robots, androids, or cyborgs, or embodied in Items such as vehicles or hand-held gadgets. Examples include flight instruments (for aircraft), personal computer, radar detector, tool or medical kit, etc. Most technological Gear (page 86) can be represented as a single Feature with no other Attributes, though trivial or common Features need not be assigned.

APPEARANCE

Characters may be reasonably attractive (or average, or mildly unattractive) at no Character Point cost. Features (Appearance) represents outstanding looks that will turn heads and influence reactions. This Feature may be further defined as beauty (engendering romantic attraction if so inclined) or cuteness (encouraging feelings of protectiveness). Appearance may be assigned multiple times indicates to represent heightened levels of extreme beauty or cuteness, with Appearance x3 usually representing world- or galactic-class appeal.

FOREIGN LANGUAGE

Characters who can speak, comprehend, read, and write one or more non-native languages will have this Feature. Unless otherwise noted on their stat sheets (see Book Two, page 225), a character's native language is assumed to be English and does not require a Features assignment. Those with an alternate native tongue (such as French or Russian) can assign English as a Foreign Language Feature; their native language carries no Point cost.

NAKED ENHANCEMENT

Some Enhancements (page 130 for Weapon and page 141 for standard) can be isolated as a "naked Enhancement" without being assigned to a specific Weapon Attribute. These are most often assigned to Items and Gear, though they may apply to characters as well. For example, a rifle scope has an Accurate Enhancement that makes it easier to hit targets, but the scope is detachable and not part of the actual Weapon Item - and is thus "naked".

Naked Enhancements count as two Feature Levels (2 Points), regardless of how many other Features are also assigned. They are not grouped with other Features into the Attribute Level's pool.

Level 1	1-2 Features
Level 2	3-5 Features
Level 3	6-10 Features
Level 4	11-25 Features
Level 5	26-50 Features
Level 6	51-100 Features
Level 7	101-250 Features
Level 8	251-500 Features
Level 9	501-1,000 Features
Level 10	1,001-2,500 Features

Many canonical characters from Sentinel-Earth (Book Two, page 225) can speak multiple languages and thus have several Levels of the Features Attribute, including: General Winter and White Banner (8 languages); Ghost Lion and Kreuzritter (9 languages); Janus (13 languages); and Dark Queen, Iron Duke, and Jade Naga (dozens of languages).

Tokkotai's Alternate Form has a Naked Enhancement Feature that grants his treasured Muramasa sword Item a ranged attack that complements its normal melee function. Three assignments of Range allows Muramasa to strike up to 100 metres away – a naked Enhancement that counts as 6 Levels of Features.

Characters also exhibit the following Feature selection:

- *Ambidexterity – Janus*
- *Animal Empathy – Belleshroud, Iara*
- *Appearance x2 – Alice Queen of Hearts, Dark Queen, Janus, Seawolf, Slipstream*
- *Eidetic Memory – Artificer*
- *Famous – Dark Queen (x2), Slipstream*
- *Gills – Jade Naga*
- *Lightning Calculator – Artificer, Mister Matthews, Ursus Caesar*
- *Longevity – Alice, Belleshroud, Jade Naga*
- *Low-Light Vision – Princess Grimalkin*
- *Nictitating Membranes – Jade Naga, Seawolf*
- *Perfect Pitch – The Baron, Iara*
- *Technological Features – Iron Duke, Tokkotai*

5-2: EXAMPLE FEATURES

PERSONAL FEATURES	RACIAL FEATURES	TECHNOLOGICAL FEATURES
Ambidexterity	360˚ Vision	Alarm System
Animal Empathy	Camouflage	Basic AI (0 Stats)
Appearance	Fluid Squirting	Camera
Auditory Discrimination	Gills	Communication Suite (Comms)
Breath/Heartbeat Control	Heat Regulation	Data Recording and Backup
Depth Awareness	Homing Instinct	Ejection Seat
Direction Sense	Light Armour (Armour Rating 1-4)	Emergency Lights/Siren
Eidetic Memory	Light Weaponry (5 Damage)	Fast Acceleration (for mecha)
Famous (Beneficial)	Long Tongue	Flight Instruments (for vehicles)
Foreign Language	Longevity	Global Positioning System (GPS)
Hypermobility (Double-Jointed)	Low-Light Vision	Highly Manoeuvrable (for vehicles)
Light Sleeper	Multiple Hearts	HUD: Heads Up Display
Lightning Calculator	Nictitating Membrane	Identity Verifier
Mimic Sound	Pouch	Life Monitoring Systems
Perfect Pitch	Retractable Claws	Luxurious Decor
Range Sense	Scent Glands	Modern Vehicle Tech Suite
Spacial Sense	Scentless	Radar Detector
Speed Reading	Sexual Duality	Revolving License Plate
Time Sense	Ultrasonic Communication	Smartphone
Weather Sense	Webbed Feet/Hands/Paws	Tool or Medical Kit

FLIGHT

Attribute Cost: 3 Points/Level
Attribute Scope: Self only; Ongoing once activated
Relevant Stat: Body

A character with Flight can fly through an atmosphere (see Spaceflight, page 113, for flying in a vacuum). The method used to achieve flight can vary greatly: wings, metahuman power, rotors, rockets, anti-gravity, psychic levitation, magic, or some other technique. The common base version of Flight lets the character hover and fly at variable speeds, take off and land vertically, and stop in mid-air.

LIMITERS

GLIDE

The flyer can only become airborne if they launch from a high place (like a tree or rooftop) or from a fast-moving vehicle. Additionally, they can only gain speed by diving and only gain altitude by riding thermals.

MAINTAIN

The character needs a smooth surface or running start for landing and take off and must maintain a minimum speed (often about 10% of top speed) once airborne to avoid crashing.

SKIM

The character is limited to skimming a metre or two off the ground or water. They may be riding on a cushion of air, magnetic lines of force, or travelling along a magical weave.

SPREAD

The character needs plenty of free space surrounding them to fly. This Limiter is typically associated with winged flight, with ample room required to execute wing flaps properly.

Level 1	Fly at speeds up to 10 kph
Level 2	Fly at speeds up to 30 kph
Level 3	Fly at speeds up to 100 kph
Level 4	Fly at speeds up to 300 kph
Level 5	Fly at speeds up to 1,000 kph
Level 6	Fly at speeds up to 3,000 kph
Level 7	Fly at speeds up to 10,000 kph
Level 8	Fly at speeds up to 30,000 kph
Level 9	Fly at speeds up to 100,000 kph
Level 10	Fly at speeds up to 300,000 kph

Superpowered characters possess diverse abilities to soar through the air, ranging from extremely slow travel at 10 kph (Ghost Lion) up to a blazingly fast 10,000 kph force of nature (Sentinel). Britannia powers her flight with psychic powers, Alice's telekinetic flight limits her to skimming only, Citizen Prometheus uses fire telekinesis to fly when sheathed in flame, Tokkotai takes to the air using collapsible wings, Belleshroud can only fly after shrinking, and Rain Killer's armour provides flight through electromagnetic propulsion.

FORCE FIELD

Attribute Cost: 4 Points/Level
Attribute Scope: Self only; Ongoing once activated
Relevant Stat: Body

A Force Field is an energy field surrounding the character (usually spherical in shape) that protects against incoming attacks. Force Fields can represent magical barriers, telekinetic shields, divine protections, or technological screens. If assigned the Duration Enhancement (page 142), a Force Field can be erected in one static place and left as a barrier until it is battered down or the Duration expires.

A Force Field can be "up" or "down". When down, it does not stop any damage. Unless the Detectable Limiter (page 146) is assigned, an up Force Field is invisible. Force Field status must be determined at the start of the character's actions for the round and cannot usually be changed until their turn to act the next round.

Damage is first reduced by the Force Field's Armour Rating, with any additional damage that got past it applied against Armour (if any). Thus, if a weapon hit successfully penetrates a Force Field, the Armour Attribute can still protect against it.

A typical Force Field is different from Armour, since it can be battered down by a sufficiently powerful attack. If an attack inflicts more damage than the Force Field prevents (even if the rest of the damage is stopped by Armour), the Force Field temporarily loses one Level of effectiveness. The character can only regain Levels if the field is down and regenerating, unless the Regenerating Enhancement is assigned. A Force Field recovers one Level for every full round it is down (turned off and not in operation). A Force Field that is knocked to zero Levels automatically shuts off to regenerate and will reactivate once it has recovered at least a couple of protective Levels.

ENHANCEMENTS

BLOCKS INCORPOREAL

The Force Field prevents the passage of both incorporeal and energy state characters (see Change State Attribute, page 70) through it, even if they can normally pass through energy barriers.

AIR-TIGHT

The Force Field prevents the passage of gas molecules. While this is a beneficial defence against toxic gas attacks, a character in the field will eventually deplete all breathable air.

BLOCKS TELEPORT

A character cannot teleport into or out of the Force Field.

FIELD-PENETRATING

The Force Field can be used to penetrate other Force Fields while making attacks (or moving through them). If the character's Force Field is in direct contact with an enemy Force Field, and has a higher Armour Rating than the opponent's, the enemy's Field offers no protection against the character's attack, but it is still considered up. In this case, the character may actually move through the neutralised Force Field.

OFFENSIVE

The Force Field delivers a powerful energy shock to anyone who touches it, as if it possessed a Weapon Level (page 128) equal to the Force Field's current Level. Thus, the damage inflicted may decrease as the Force Field is hit and loses Levels of effectiveness.

REGENERATING

If the character uses one general action to regenerate the Force Field while it is up or down, it regains one lost Level of effectiveness. A character with the Extra Actions Attribute (page 82) can consequently regenerate multiple Levels each round.

LIMITERS

BOTH DIRECTIONS

The Force Field blocks attacks moving in any direction, both inwards and outwards, thereby preventing the user from attacking normally when the Force Field is up. This means that when the Force Field is active, and the user makes an attack, the Force Field will affect their attack as it would an outside attacker's (reducing the damage inflicted and going down in Level if its protection value is exceeded).

IMPACTING

This Limiter integrates with the Knockback rule (page 181). Whenever the character is hit with an impacting physical attack, they can feel its kinetic energy even though they may not receive any damage. Consequently, the character is affected by the attack's full Knockback value before damage is reduced by the Force Field's Armour Rating.

INTERNAL

The Force Field is only usable inside a specific building or other structure. This can be used to represent a Force Field that protects a vital part of a building's interior, such as the power plant or prison cells, or a character who draws personal Force Field energy from some sort of power source inside their headquarters.

Level 1	Armour Rating = 10
Level 2	Armour Rating = 20
Level X	Armour Rating = 10X

Britannia can create a Level 7 psychic Force Field that can stop an impressive 70 damage from each attack – more than enough to defend against nearly all conventional tech weapons and many superpowers assaults as well. It has two assignments of the Area Enhancements, which allows Britannia to extend the Force Field to cover an area up to 10 metres in diameter (and thus can keep dozens of innocent bystanders and her allies safe). She brings her Force Field into existence through psychic will alone, and consequently, it also suffers from two assignments Detectable Limiter assignments. It glows with a translucent violet aura and hums at a frequency easily picked up by human hearing. Additionally, the psychic energy the Force Field emits while activated can be easily spotted by those attuned to psionic waves.

GEAR

Attribute Cost: 1 Point/Level
Attribute Scope: External objects; Ongoing availability
Relevant Stat: —

The Gear Attribute represents a character's access to useful, but not overly powerful, equipment. Characters do not need to spend Points for objects that are utterly mundane in the campaign setting (such as clothing, a backpack, a knife, shelter and food, normal consumer goods, etc.). GMs may require players to assign points to this Attribute, however, if their characters will begin the game with numerous pieces of specialised equipment to which the average person might not have easy access, such as weapons, body armour, or professional equipment.

Gear cannot include technology more advanced than what is standard or average in the setting, including magical artefacts or secret prototypes (see Item Attribute, page 91). Gear can include common civilian vehicles appropriate to the setting (for example, a car, truck, or motorcycle in a conventional modern world). For less common or more expensive vehicles and objects, once again use the Item Attribute. The GM always has the final say on whether or not specific Gear is available to the characters.

Conventional examples of Gear includes: commonly available guns, night vision goggles, burglary tools and other expensive tool kits, tactical armour, etc. Historical or otherworldly examples may also include: melee and ranged weaponry, suits of armour, poisons, professional trade tools, and work animals.

GEAR VS. ITEM

When determining whether an object should best be classified as a piece of Gear or instead as an Item, consider whether a reasonably connected individual could legally purchase the object with a modest amount of money. If the answer is yes, then the object can be considered Gear. If no – because the item is illegal, beyond normally available technology, or too expensive for a casual purchase – then the object should instead be acquired through the Item Attribute.

Level 1	A couple pieces of Gear (1-2)
Level 2	A few pieces of Gear (3-5)
Level 3	Several pieces of Gear (6-10)
Level 4	Many pieces of Gear (11-25)
Level 5	Large amount of Gear (26-50)
Level 6	Huge amount of Gear (51-100)
Level 7	Massive amount of Gear (101-250)
Level 8	Outrageous amount of Gear (251-500)

Caliburn seemingly always has the right tools for battle. He possesses the Gear Attribute at Level 5, which grants him up to 50 pieces of equipment that focusses on combat support and urban infiltration. This includes his collapsible batons, smoke bombs, tangle nets, paint pellets, caltrops, listening and tracking devices, lockpicks, reinforced zip-ties, expandable boomerangs, throwing knives, blowguns with tranquilliser darts, mini-electrical disruptors, instant-glue tubes, and more.

GROUND SPEED

Attribute Cost: 1 Point/Level
Attribute Scope: External object; Ongoing once activated
Relevant Stat: –

This Attribute is typically only assigned to vehicles and mechanical contraptions built as Gear or Items, since they have no base running speed (unlike characters). Moderately fast characters and animals should instead acquire the Special Movement Attribute (page 114) with the Fast or Speedburst selection, while extraordinarily quick speedster characters should acquire the Superspeed Attribute (page 116).

The Ground Speed Attribute grants land movement to an otherwise stationary object. The method used can vary greatly: paranormal or superpowered ability, mechanical legs, engine-powered wheels or tracks, or some other specialised technique. An Item with Ground Speed cannot accelerate to, or decelerate from, their top speed immediately (this further distinguishes Ground Speed from the Superspeed Attribute). Maximum acceleration or deceleration is one Level of Ground Speed per round. Furthermore, Ground Speed is not cumulative with the Superspeed Attribute; use whichever gives the highest speed (which may change from round to round, if accelerating).

Flying or sailing vehicles (such as airplanes) that can move or taxi along the ground as a minor supporting movement form do not usually require the assignment of Ground Speed to reflect this.

LIMITER

ROAD-BOUND

Many types of vehicles – notably those with wheels, such as most street automobiles – requires a reasonably smooth surface on which to travel, such as a road or other graded surface. With the Road-Bound Limiter, such vehicles can only travel at very slow speeds on rough terrain (approximately one-tenth to one quarter of their normal maximum speed, depending on the roughness of the surface).

Level 1	Ground speed up to 10 kph
Level 2	Ground speed up to 25 kph
Level 3	Ground speed up to 50 kph
Level 4	Ground speed up to 100 kph
Level 5	Ground speed up to 250 kph
Level 6	Ground speed up to 500 kph
Level 7	Ground speed up to 1,000 kph
Level 8	Ground speed up to 2,500 kph
Level 9	Ground speed up to 5,000 kph
Level 10	Ground speed up to 10,000 kph

A standard passenger automobile has the Ground Speed Attribute at Level 3 with the Detectable: Hearing and Road-Bound Limiters. It thus functions at an effective Level 5 with speeds up to 250 kph. Sports cars have a similar profile, but one Level higher (500 kph).

HEALING

Attribute Cost: 1 Point/Level
Attribute Scope: 1 target; Touch; Instantaneous
Relevant Stat: Soul

This Attribute allows a character to instantly heal a target's injuries through touch (including themselves; for continuous healing, see the Regeneration Attribute, page 107). At higher Healing Levels, the character can also revive someone who is "clinically" dead but not actually brain-dead, repair massive trauma such as lost limbs or organs, or restore a character who was cut in two. No healer can repair someone who has been dead more than a few minutes, though, or who has been torn into many pieces or disintegrated. The Attribute Level dictates the maximum number of Health Points the character can restore to a particular target in one hour or dramatic scene (though other healers may return additional Health Points to the injured subject).

Healing may also be used to reverse the effects of the Metamorphosis Attribute (page 95) if the alteration is physical in nature. If the transformation is primarily a psychic or spiritual change, the Exorcism Attribute (page 80) is used instead. This type of bodily restoration requires an opposed roll between the healer's Soul Stat + Healing Attribute Level and the source of the Metamorphosis's Body Stat + Metamorphosis Attribute Level. A healer may make only one attempt per day to reverse a particular individual's Metamorphosis.

Level 1	Heals 5 Health Points
Level 2	Heals 10 Health Points
Level X	Heals 5X Health Points

> *Though he's not known for it as much as his atomic powers, Sentinel has a robust Level 5 Healing (effective Level 8), restoring 40 Health Points for up to 10 people (Targets x3) in a 10-metre radius (Area x2). He must focus to heal (Concentrate Limiter), and it drains 50 Energy Points (Deplete Limiter). While Healing, his body glows and hums with atomic light (Detectable x2).*

HEIGHTENED AWARENESS

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Ongoing
Relevant Stat: Body or Mind

The character possesses a high degree of situational awareness. They are usually acutely alert and receive a bonus on Stat rolls to notice nearby hidden things, such as concealed objects, ambushes, clues, or anything else related to sensory awareness. The bonuses of Heightened Awareness are cumulative with those of the Heightened Senses Attribute.

Level 1	+2 Stat roll awareness bonus
Level 2	+4 Stat roll awareness bonus
Level X	+2X Stat roll awareness bonus

HEIGHTENED SENSES

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Ongoing
Relevant Stat: Body or Mind

A character with Heightened Senses has one or more senses that have been sharpened to a superhuman degree of acuity. It can represent either the preternatural sharpening of a specific sense honed by special training (such as a blind person's trained sense of touch) or the enhanced senses of a paranormally, magically, or technologically augmented character.

For each Level of the Heightened Senses Attribute, one of the character's five physical senses – hearing, sight, smell, taste, or touch – is enhanced and can operate over a significantly larger area than normal. The character may assign the same sense twice, which doubles the effect and extends the area of detection. Alternatively, a Heightened Sense can indicate enhancement in scope and precision instead of distance (such as the greater frequency range and pinpoint accuracy of a cat's hearing). A character using a Heightened Sense gains a minor edge (page 172) on Stat rolls that relate to using that sense to perceive things that someone with human-level senses might conceivably notice.

The Heightened Awareness Attribute allows for a lower Level of enhancement for all of a character's senses while the Sixth Sense (page 110) and Supersense (page 116) Attributes allow characters to gain completely new senses.

Level 1	1 enhanced sense
Level 2	2 enhanced senses
Level 3	3 enhanced senses
Level 4	4 enhanced senses
Level 5	5 enhanced senses

ILLUSION

Attribute Cost: 1 Point/Level
Attribute Scope: Variable radius; attended or 1 minute
Relevant Stat: Body or Mind

The character can create mental hallucinations that fools a single target's sight, or possibly more senses if Enhancements are assigned. An Illusion appears to be real to the targetted observer but is not really there; it has no physical substance, and characters who are not the target of the Illusion are unaffected. Characters that can create Illusions are often sorcerers, aliens, or people with psychic abilities. See the Projection Attribute (page 105) for the ability to create seemingly real images that anyone can detect, rather than mental illusions that target the minds of specific people.

An Illusion takes a general action to create and can target any single person within 3 metres of the character. It may be of a particular object or entity or of a complete scene (such as a furnished room or crowd). It may also be created over an existing person, scene, or object to make it appear different than it really is. An Illusion that is untended is normally static, either remaining in one place or (if created over and attached to something) moving as the underlying object or entity moves.

An Illusion lasts for as long as the character concentrates on maintaining it or for one minute (or dramatic scene) if created and then left untended. To give an Illusion the semblance of independent activity (such as an illusionary person or crowd that reacts, moves, and speaks) the character must be actively engaged in manipulating the Illusion, which may preclude undertaking other actions.

The Level dictates the size of the Illusionary image, but it can be created anywhere within a 100-metre range of the character (or perhaps centred on the character if the Attribute is Level 5+). Thus, a Level 3 Illusion indicates that any image up to 10 metres in radius (such as a school bus) can be created and moved within a range of 100 metres (such as a city block) from the character.

In order for the character to create a convincing Illusion of something complex, the GM may require a Mind Stat roll. The GM can assign a Target Number depending on how familiar or unfamiliar the character is with the scene that is being simulated. The GM may also grant the character a minor or major edge (page 172) on the roll if they have in excess of the minimum Level needed to create an Illusion. If the roll fails, the character's Illusion is somehow flawed, but the character creating it may not be aware.

Whether or not an observer recognises an Illusion for what it actually is depends on the circumstances and should be adjudicated by the GM. For example, if a character creates an Illusion of a tiger, it may easily fool someone if it is a few hundred metres away. If it comes close to the target, though, the fact that it is not making any sounds may be obvious. The tiger's lack of scent will probably only be a clue to someone who has the Heightened Senses (Smell) Attribute. If appropriate, the GM can require Body or Mind rolls to "see through" an Illusion - typically Average (Target Number 12) for the base sight-sense Illusion, increasing to Difficult (Target Number 15) for illusions covering two senses or Challenging (Target Number 18) for three or more senses. If successfully discovered, the Illusion disappears. To create Illusions capable of injuring targets, the character should possess a Weapon Attribute (page 128) tied to the Illusion Attribute through the Dependent Limiter (page 146).

ENHANCEMENTS

EXTRA SENSE

Each time Extra Sense is taken, the Illusions gain one additional sensory component - sound, smell, touch, or taste - that must be specified when the Enhancement is assigned. Adding illusionary touch, sound, and smell to a Level 5 Illusion doesn't change its 5 Character Point cost (that would normally has a maximum illusion size of 1 km), but the Illusion now effectively functions at three Levels lower (Level 2), which allows illusions with size up to 1 metre. The character sacrifices size for complexity and believability.

MULTIPLE ILLUSIONS

A character can normally maintain only a single Illusion at a time. The ability to maintain multiple Illusions at once is an Enhancement that reduces the effective Illusion Attribute Level by 1 for every distinct Illusion the character can sustain simultaneously after the first. For example, Level 6 Illusion (normally 10 km size) with an Enhancement that allows up to four simultaneous Illusions still costs 6 Points but effectively functions three Levels lower at Level 3 (10 metre size). A group of related objects or entities within the 100-metre range of the character, such as a furnished room, a swarm of insects, or a horde of charging battle robots, counts as a single Illusion rather than several. If a character is already sustaining their maximum number of Illusions and wishes to create another one, an existing Illusion must first be dispelled.

Level 1	Tiny-sized Illusions (10 cm)
Level 2	Small-sized Illusions (1 m)
Level 3	Moderate-sized Illusions (10 m)
Level 4	Building-sized Illusions (100 m)
Level 5	Neighbourhood-sized Illusions (1 km)
Level 6	City-sized Illusions (10 km)
Level 7	County-sized Illusions (100 km)
Level 8	Country-sized Illusions (1,000 km)
Level 9	Planet-sized Illusions (10,000 km)
Level 10	Orbital-sized Illusions (100,000 km)

Using her potent psychic powers, Britannia can create extensive Level 7 Illusions (effective Level 4) as large as a building (100 metres). Her Illusions can deceive both sight and hearing (Extra Sense Enhancement) for up to 10 nearby people (Targets x3 Enhancement) who must be organic sentients – a Unique Limiter that cannot create Illusions for animals, robots, spirits, etc.

IMMOVABLE

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: Body

Characters with this Attribute absorb physical impacts better than the average person, reducing the distance by which they are knocked back from impact attacks and forceful blows. If Immovable reduces a successful attack's Knockback distance to zero or below, the character has successfully shrugged off the forceful kinetic energy of the attack and remains in place - but the attack still inflicts damage as normal.

Level 1	Knockback distance reduced by 10 metres
Level 2	Knockback distance reduced by 20 metres
Level X	Knockback distance reduced by 10X metres

Tokkotai and Ursus Caesar hold their ground well when hit with forceful impacts, reducing their Knockback distances by 30 metres (Level 3). At Level 5, Sentinel remains steady for the first 50 metres of Knockback. In his magical armour, Kreuzritter can ignore up to 60 metres of Knockback, provided he is in contact with the ground when struck (Level 5 that's effectively Level 6 with the Environmental Limiter). Iron Duke is a juggernaut whose Knockback is reduced by 70 metres (Level 7).

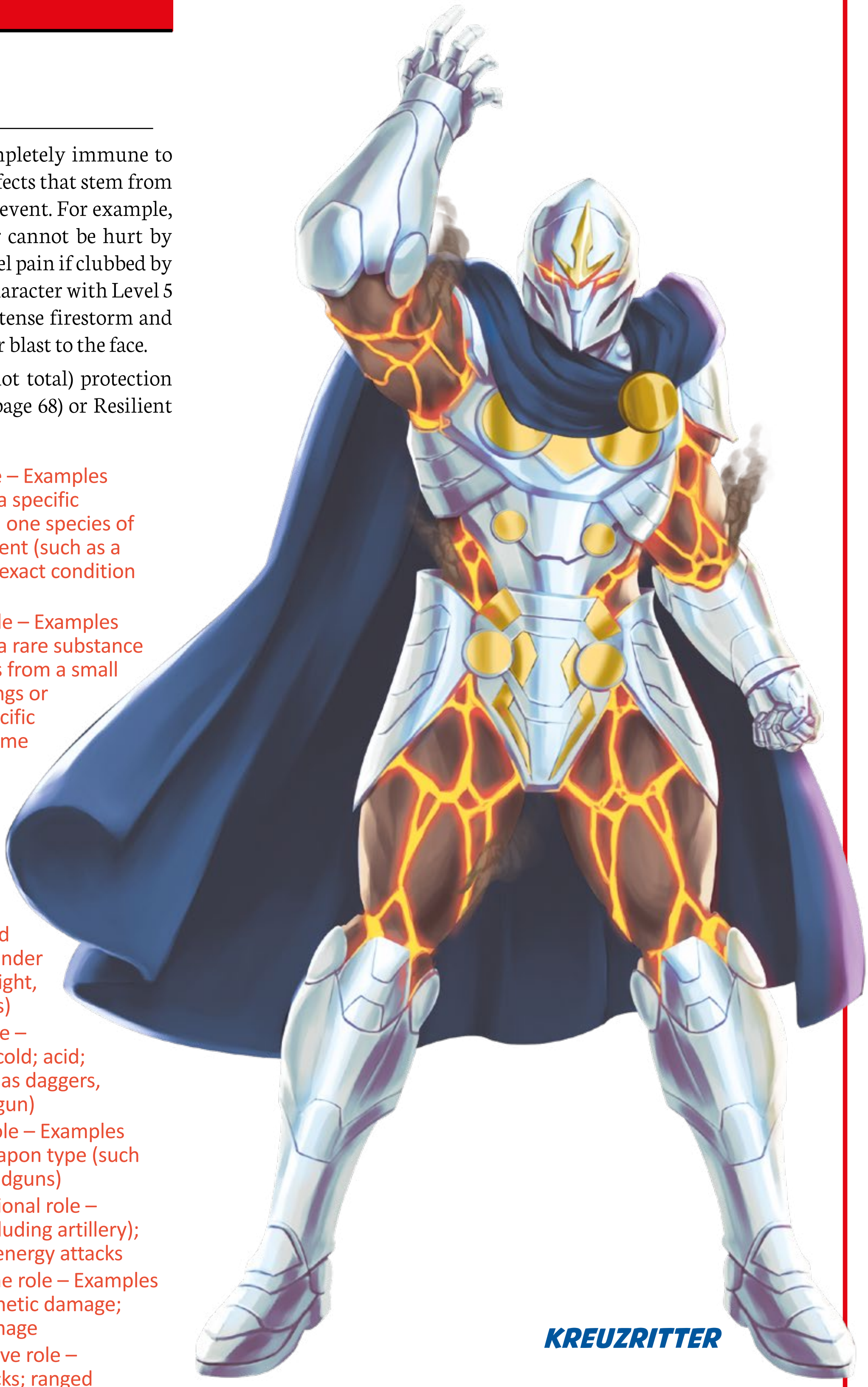
IMMUNITY

Attribute Cost: 3 Points/Level
Attribute Scope: Self only; Permanent
Relevant Stat: Body

With this Attribute, the character is completely immune to attack damage and adverse environmental effects that stem from a particular weapon, element, application, or event. For example, a character with Level 2 Immunity to silver cannot be hurt by silver weapons and perhaps would not even feel pain if clubbed by a pouch filled with silver coins. Similarly, a character with Level 5 Immunity to fire/heat could walk into an intense firestorm and emerge unscathed or shrug off a flamethrower blast to the face.

For characters with some (but perhaps not total) protection against hostile conditions, see the Armour (page 68) or Resilient (page 109) Attributes.

Level 1	The Immunity plays a rare role – Examples include: weapons made from a specific substance (such as wood from one species of tree); attacks from one opponent (such as a particular nemesis); under an exact condition (such as on holy days)
Level 2	The Immunity plays a small role – Examples include: weapons made from a rare substance (such as gold or silver); attacks from a small opponent group (such as siblings or single animal type); under specific conditions (such as in water, time the day, at home)
Level 3	The Immunity plays a moderate role – Examples include: weapons made from an uncommon substance (such as wood, bronze, or iron); attacks from a broad opponent group (such as blood relatives, aliens, or animals); under broad conditions (such as at night, on weekends, or in holy places)
Level 4	The Immunity plays a large role – Examples include: electricity; cold; acid; a specific weapons type (such as daggers, arrows, rapiers, or a brand of gun)
Level 5	The Immunity plays a major role – Examples include: fire/heat; a broad weapon type (such as swords, clubs, bows, or handguns)
Level 6	The Immunity plays an exceptional role – Examples include: gunfire (including artillery); explosives; unarmed attacks; energy attacks
Level 7	The Immunity plays an extreme role – Examples include: forceful impacts or kinetic damage; slashing damage; piercing damage
Level 8	The Immunity plays an excessive role – Examples include: melee attacks; ranged attacks; metahuman powers; magical attacks
Level 9	The Immunity plays a legendary role – Examples include conventional weapons; environmental damage.
Level 10	The Immunity plays a cosmic role – such as invulnerability to physical harm



KREUZRITTER

Granted rebirth from deep within the Earth, Kreuzritter has Immunity to fire and heat – a Level 5 Attribute. Neither flame weapons nor environmental conditions relating to heat can harm the master of Thule.

IMMUTABLE

Attribute Cost:	1 Point/Level
Attribute Scope:	Self only; Permanent
Relevant Stat:	Body or Soul

A character with Immutable is protected against effects that can transform, alter, or displace their body or powers. This includes the Metamorphosis, Mimic, Nullify, Portal, and Teleport Attributes, and potentially others. The resistance may be a reflection of natural hardiness, a protective spell, species ability, or defensive aura. Whatever the cause, the character gets a +2 bonus to Body or Soul Stat rolls made to resist any of the above Attributes' effects. This bonus also applies to any Body Stat rolls made to resist the effects of the Blight, Flare, Incapacitating, or Irritant Weapon Enhancements. Additionally, it provides +10 Armour Rating per Level against attacks with the Insidious Weapon Enhancement.

For other defensive options that work differently than Immutable, see Mind Shield (page 97), Nullify (page 100), Resilient (page 109), and Unaffected (page 125) Attributes.

Level 1	+2 Stat roll bonus when resisting effects
Level 2	+4 Stat roll bonus when resisting effects
Level X	+2X Stat roll bonus when resisting effects

Iara's Immutable Attribute is unstable in the presence of rubber and plastics and doesn't activate properly (two Haywire Limiter assignments). Her Level 1 Immutable otherwise functions at an effective Level 3, providing a +6 Stat roll bonus to abilities that target Iara's body.

INSPIRE

Attribute Cost:	1 Point/Level
Attribute Scope:	Nearby targets; One dramatic scene
Relevant Stat:	Soul

This ability can represent oratorical talents, innate charisma, supernatural awe, or even a beautiful or resonant voice. The character's very presence inspires their friends, followers, or fans, filling them with energy and determination to transcend their own normal limitations in pursuit of a goal. Its nature depends on the character: a superheroic icon may motivate through positive reinforcement and impassioned action; a military commander inspires through leadership and strategic prowess; an evil dictator might whip minions into a frenzy through hatred; a pop idol can inspire through song; a magical entity or mystical unicorn may persuade followers through the sheer power of love. It is also common for certain Items such as religious relics, holy shrines, or revered army standards to possess this Attribute.

Inspire takes a general action to initiate, during which the character must act appropriately – give an impassioned speech, start singing, threaten minions with destruction, or however their inspiration usually functions. The character must make a successful Average Soul Stat roll (Target Number 12). If it fails, the character can take another action and try again, but they are limited in the number of attempts per game session equal to the Attribute Level. Each successful use gives an effect that lasts for an entire dramatic scene. During that scene, every friend or ally who shares the character's goals – and can reasonably be moved by the characters actions – will be inspired.

Alternatively, the character may define their Inspire as working through a Skill Group (page 112), most often Business, Social, Street, Military, or Detective. The character makes a Skill roll instead of a Stat roll (which is usually easier, since the Skill Level is added to the roll), but the inspiration will only work in appropriate situations – for example, when leading people into battle for Military, when making an important corporate move with Business, or when instilling gang pride with Street.

Inspired characters (both player characters and NPCs under the GM's control, as well as the inspiring character themselves) receive a bonus equal to the Inspire Level to any appropriate Stat or Skill Group rolls at the GM's discretion. This inspire bonus does not apply to attack or defence rolls, though. Story characters will usually be highly motivated in ways that the GM can reflect through their role-playing portrayals.

Any character with Inspire also exerts a natural uplifting influence even without making a special effort. This helps their friends and allies recover any lost Energy Points more rapidly as well. As long as they are in the character's immediate presence, they will regain additional Energy Points each hour equal to the character's Inspire Level.

The Inspire Attribute do not have a cumulative effect with the concurrent use of other characters' Inspire Attribute.

ENHANCEMENTS

GALVANISE

Counts as 2 Enhancements (Attribute effectiveness reduced by 2 Levels). This variation also adds the character's Inspire Rank bonus to attack and defence rolls for all influenced characters.

Level 1	Inspired characters gain a +1 bonus to Stat/ Skill Group rolls when appropriate
Level 2	Inspired characters gain a +2 bonus to Stat/ Skill Group rolls when appropriate
Level X	Inspired characters gain a +X bonus to Stat/ Skill Group rolls when appropriate

Sentinel is the world's most famous superhero and an inspiration to literally billions of people across the globe. He possesses the Inspire Attribute at Level 2, though it functions at effective Level 3. The two Galvanise Enhancement assignments extend the +3 inspirational roll bonus beyond just Stat and Skill rolls to also include attack and defence rolls. The three Emotional Limiter assignments restrict the use of Sentinel's inspiration to moments where he displays acts of extreme compassion, though – such as saving bystanders, rescuing children and animals, and battling to protect humanity from otherworldly invaders.

ITEM

Attribute Cost: One-Half Normal Value
Attribute Scope: External object; Ongoing availability
Relevant Stat: —

Items are devices that enhance a character in some way or that serve as a useful tool, vehicle, base, or weapon. Items can represent powerful weapons, magical or alien artefacts, or experimental or future technology, while the Gear Attribute (page 86) represents a character's access to useful, but not overly powerful, equipment. A player can assign this Attribute to their character multiple times to acquire different Items. Items can be created for the character (subject to GM approval) or selected from the extensive list of ready-to-use Items in Chapter 10 (page 229).

A device or object that cannot be reasonably lost or stolen (such as something implanted in or fused to the character's body) is not an Item. Any such device is considered part of the character and thus the player should use Character Points to acquire the relevant Attributes directly. If a character requires a specific object, or group of objects, to act as a focus when using one or more of their innate Attributes (such as requiring an amulet to focus a character's magical Weapon attack), Item does not apply either; that would be represented by a Limiter (page 144) on the particular Attribute, rather than any quality of the object itself.

Assign the Item any Attributes appropriate to its normal function that will benefit the character while using it. For example, an offensive magic wand or a gun would have Weapon, a ring of invisibility would have Undetectable, a hoverboard would have Ground Speed, and a magic flying carpet would have Flight. A complex vehicle, such as a 60-metre-tall flying transformable battle mecha, could have a multitude of Attributes, such as Alternate Form, Armour, Features, Flight, Ground Speed, Resilient, Supersense, Superstrength, Tough, Weapon, etc. Attributes contained in Items can also be assigned Enhancements or Limiters which increase or decrease their effectiveness, such as a sports car's Ground Speed Attribute restricted by the Detectable: Hearing and Road-Bound Limiters.

Attributes that an Item has do not usually stack with those of a character. If a vehicle has Flight Level 1 and so does the metahuman in the pilot's chair, the vehicle doesn't inexplicably gain Flight Level 2. The GM may make exceptions when appropriate (such as for Stat/Derived Value modifiers, Armour, Resilient, etc.).

Items can also be assigned Defects (page 151) provided they directly impact the utility of the Item or affect the user. For example, most vehicles larger than a motorcycle will have Awkward Size, since they cannot be used in tight quarters and are big targets. Some Defects that are usually inappropriate for Items (unless approved by the GM) include Ism, Marked, Obligated, Red Tape, Significant Other, Skeleton in the Closet, and Wanted. Nevertheless, the GM may make exceptions where this seems reasonable, such as a stolen vehicle coming with the Wanted Defect if it is the vehicle (rather than the character) that particular foes are after. Similarly, a great artefact such as an intradimensional amulet might be Hounded and even have a Nemesis attached to it.

Items usually have no Stats (but may be given Augmented if they boost their user's Stats), but they may have Skill Groups to represent minor or major edges (page 172) to appropriate Skill rolls (such as a detailed data crystal Item adding to a Scientific Skill roll). Items are assumed to be lifeless objects, so no special Attributes or Defects are required to represent this status. For example, even though you cannot affect an Item by poisoning it, there is no need to assign the Immunity Attribute to avoid this unless it protects the people wearing it or riding inside it from the poison. Similarly, an Item is immune to threats like disease or lack of food (without having to buy Attributes to that effect), and they cannot normally be affected by mental-based Attributes (Exorcism, Telepathy, Mind Control, or Weapon with the Psychic Enhancement). Again, this assumed trait related to Items does not protect individuals inside or wearing it unless the specific Attributes are assigned to the Item. Note that most Items have no built-in abilities to heal damage that they suffer, though, and must be repaired instead.

ITEM COST

Items are not ranked in Levels like other Attributes. To determine an Item's Character Point cost, total the Point cost of all Attributes and Defects built into the Item and divide by two (round down; minimum of 0 Points). For example, if a character has an Item constructed from 33 Points, the Item's total cost is 16 Character Points. This makes Items that are described with only a single Feature Attribute (such as a medical kit or smartphone) effectively free and usually better handled by the Gear Attribute.

See the Chapter 10: Items and Gear (page 229) for more detailed examples and descriptions of Items.

Zulfiqar is the archetypical Silver Age conqueror that empowers herself with numerous Items. Her Zulfiqar Harness only includes a single Attribute – a powerful Level 10 Force Field – which costs 40 Points. Since the Harness is built as an Item, its cost is halved and accounts for 20 Character Points allocated from her 250 Point total. Zulfiqar's other Items are costed similarly: Varia-Blaster (20 Points) costs her 10 Points, Concord Pendant (12 Points) costs her 6 Points, Shara Key (4 Points) costs her 2 Points, etc.

After Officer Prometheus resigned his position at the ECPD and became Citizen Prometheus, Wardenclyffe recruited him to join their team as a Warden. The organisation provided Prometheus with a new Tech Costume suit that offers helpful Attributes like Armour, Features (comms), Immunity to fire, Heightened Senses: Touch, and Resilience to toxins, pressure, and intense light. The Immunity Attribute carries a hefty four assignments of the Object limiter; although its material composition is completely unharmed by fire and heat, the Immunity offers absolutely no protection to the wearer. Conveniently, Prometheus already has his own built-in fire immunity. Since Prometheus can only use the suit under Wardenclyffe's guidance, it also has the Conditional Ownership Defect. The 18-Point Tech Costume costs Prometheus 9 Character Points.

JUMPING

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Ongoing once activated
Relevant Stat: Body

With a running start, a character can normally jump a distance in metres approximately equal to their Body Stat (a quarter their Body Stat from a static position). With this Attribute, the character can jump great distances (and land without injury) but cannot actually fly. Jumping does not enable a character to exceed the character's normal maximum running speed (or swimming speed for aquatic characters capable of leaping). Consequently, long-distance jumps may require several rounds (or minutes, if leaping extreme distances).

For example, a character with a Body Stat of 6 can normally sprint 30 metres/round (Body Stat x 5; see Character Movement, page 178) and jump approximately 6 metres with a running start. If the character with Level 2 Jumping (10 times normal distance, or 60 metres) jumps their maximum distance of 60 metres, they will be airborne for two rounds rather than finishing the jump in just one (since 60 metres ÷ 30 metres/round is 2 rounds). The advantage to jumping rather than running, however, is that the character can ignore terrain and is not fatigued as the character would be if they had to run the same distance. See Jumping Distance (page 178) for additional jumping rules.

Level 1	Jump up to 3 times normal distance
Level 2	Jump up to 10 times normal distance
Level 3	Jump up to 30 times normal distance
Level 4	Jump up to 100 times normal distance
Level 5	Jump up to 300 times normal distance
Level 6	Jump up to 1,000 times normal distance
Level 7	Jump up to 3,000 times normal distance
Level 8	Jump up to 10,000 times normal distance
Level 9	Jump up to 30,000 times normal distance
Level 10	Jump up to 100,000 times normal distance

MASSIVE DAMAGE

Attribute Cost: 3 Points/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

A character with the Massive Damage Attribute knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage. All characters start with a base Damage Multiplier of 5 (see page 59 for more information). Each Level of Massive Damage increases this by +1.

Naturally, the character's attack must be successful to inflict any damage. Physical strength is not the key to delivering massive damage in an attack; the ability to sense a weakness is far more important. The capacity of Massive Damage to augment any kind of attack – melee, ranged, unarmed, metahuman – makes it a very useful Attribute for a combat-oriented character. For more information on physical combat and damage, see page 183.

LIMITERS

FOCUSSED DAMAGE

Additional damage is only inflicted when the character uses one specific class of attacks. For example, it might represent a special talent with a type of weapon (such as superpowered Weapons, guns, swords, bows, etc.), knowledge of a particular unarmed martial arts form, precision with natural weapons like claws and fangs, or ability with a particular offensive Attribute (such as Telekinesis or Dynamic Powers).

TARGETTED DAMAGE

Additional damage is only inflicted when the character attacks a specific type of foe. For example, it might represent a divine metahuman who delivers extra damage against undead creatures, a galactic hunter who greatly understand the physiology of a particular alien species, a vigilante orphaned as a child who likes to beat on members of the gang that killed their family, or an android programmed to destroy competing AIs with great efficiency.

Level 1	Damage Multiplier increases by 1
Level 2	Damage Multiplier increases by 2
Level X	Damage Multiplier increases by X

MELEE ATTACK

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

Melee Attack is a group of Attributes that represents expertise in offensive close combat weapons and fighting techniques. These Attributes can be taken multiple times to represent different ways of fighting.

For each Level, the character gains a +2 bonus to their Attack Combat Value whenever they are using the specified fighting technique. The class of weapons may be Unarmed (all normal punches, kicks, fangs, claws, etc.), a particular named Weapon Attribute (such as "death touch", "super raging punch", or "nuclear grasp"), or a class of related weapons (such as axe, baton/club, knife, polearm, shield, spear, staff, sword, whips/chains, etc.). The GM may allow other classes of weapons, although they should not be overly broad (such as slashing weapons). This bonus actually increases the Attack Combat Value when using the specific weapon and thus relevant damage inflicted (page 183) is increased as well.

Level 1	Attack Combat Value increases by 2 when using a specific fighting technique
Level 2	Attack Combat Value increases by 4 when using a specific fighting technique
Level X	Attack Combat Value increases by 2X when using a specific fighting technique

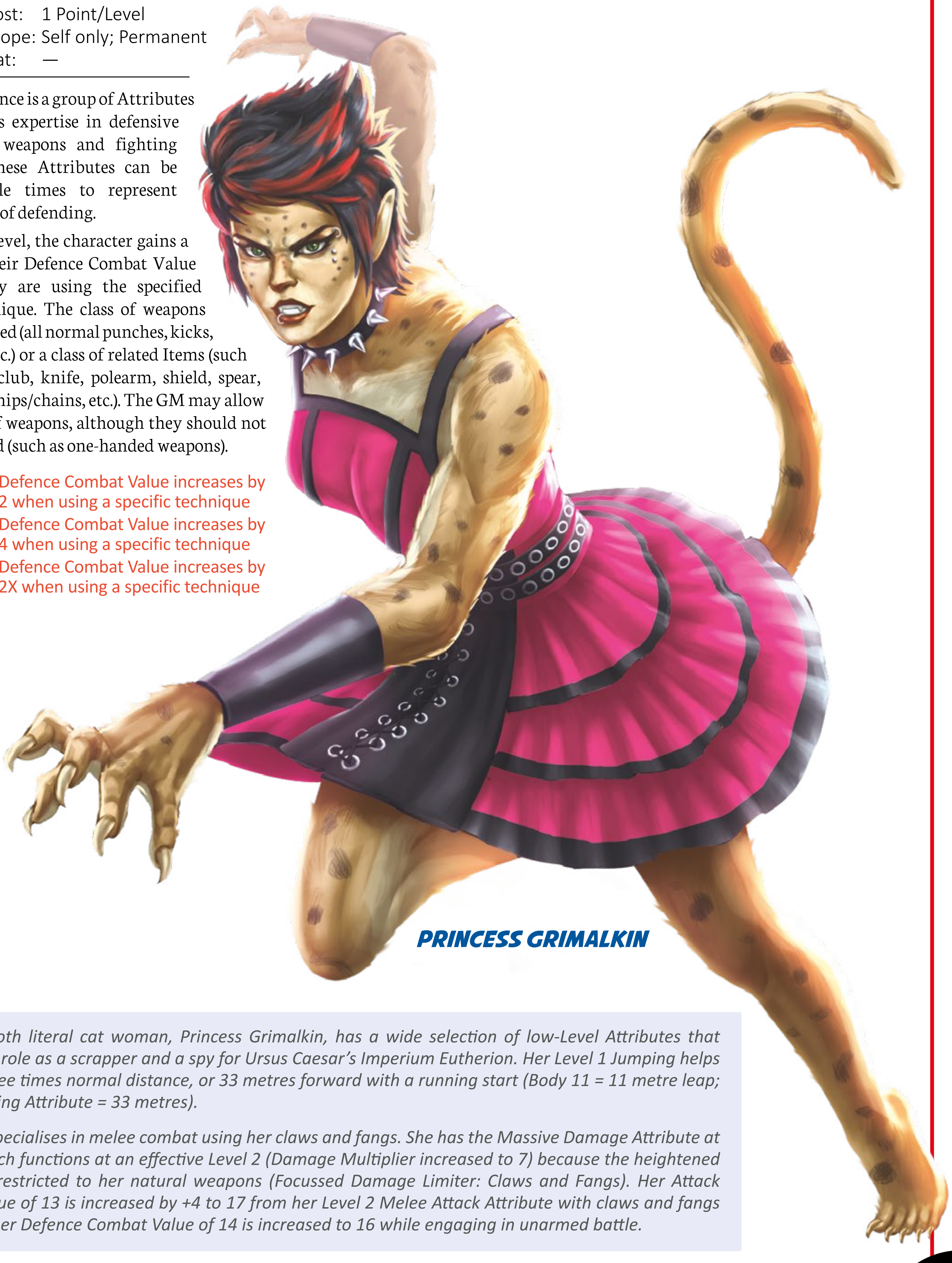
MELEE DEFENCE

Attribute Cost:	1 Point/Level
Attribute Scope:	Self only; Permanent
Relevant Stat:	—

Melee Defence is a group of Attributes that represents expertise in defensive close combat weapons and fighting techniques. These Attributes can be taken multiple times to represent different ways of defending.

For each Level, the character gains a +2 bonus to their Defence Combat Value whenever they are using the specified fighting technique. The class of weapons may be Unarmed (all normal punches, kicks, fangs, claws, etc.) or a class of related Items (such as axe, baton/club, knife, polearm, shield, spear, staff, sword, whips/chains, etc.). The GM may allow other classes of weapons, although they should not be overly broad (such as one-handed weapons).

Level 1	Defence Combat Value increases by 2 when using a specific technique
Level 2	Defence Combat Value increases by 4 when using a specific technique
Level X	Defence Combat Value increases by 2X when using a specific technique



PRINCESS GRIMALKIN

The punk-goth literal cat woman, Princess Grimalkin, has a wide selection of low-Level Attributes that support her role as a scrapper and a spy for Ursus Caesar's Imperium Eutherion. Her Level 1 Jumping helps her leap three times normal distance, or 33 metres forward with a running start (Body 11 = 11 metre leap; x3 for Jumping Attribute = 33 metres).

Grimalkin specialises in melee combat using her claws and fangs. She has the Massive Damage Attribute at Level 1, which functions at an effective Level 2 (Damage Multiplier increased to 7) because the heightened damage is restricted to her natural weapons (Focussed Damage Limiter: Claws and Fangs). Her Attack Combat Value of 13 is increased by +4 to 17 from her Level 2 Melee Attack Attribute with claws and fangs focus, and her Defence Combat Value of 14 is increased to 16 while engaging in unarmed battle.

MERGE

Attribute Cost:	4 Points/Level
Attribute Scope:	External objects; Ongoing until ended
Relevant Stat:	—

This Attribute is most often assigned to enhanced vehicles and mechanical Items, but can also apply to weapons, armour, and other equipment. Two or more Items must have the Merge Attribute at the same Level to represent how these individual Items can temporarily join together to create a new powerful Item. Players and the GM should design the new Merged Item with a number of Character Points equal to 10 Points/Level multiplied by the number of Items merging.

> *If five cat-themed vehicle Items each with Level 3 Merge can combine into a giant Lion Battle Mecha, the combined giant mecha is created as a distinct Item from 150 Character Points of Attributes and Defects (since Level 3 x 10 Points/Level x 5 vehicles = 150).*

There are no rules that must be explicitly followed when creating Merged Items, though common sense should apply. For example, if several vehicles combine together, the Merged vehicle should have sufficient Levels of the Capacity Attribute (page 70) to carry all the individual vehicle drivers unless they must eject while combining. Similarly, the Armour Rating of the Merged Item should probably be at least equal to (or likely more than) that of the pre-merged Items with the greatest Armour Rating. It would also be strange (but not an impossibility) for a Merged Item to be smaller than the largest of the pre-merged Items, and consequently, player groups should look at the Awkward Size Defect (page 153) to determine an appropriate size for the Merged Item. Additionally, the Health Points of a merged Item – which is typically equal to the Item's Armour Rating; see page 229 – is not usually impacted by any damage received prior to merging.

Under normal circumstances, the maximum duration that Items can remain in their Merged state is equal to one minute or dramatic scene (as appropriate) unless the Duration Enhancement (page 142) extends this time.

MERGING CHARACTERS

With GM permission, the Merge Attribute can also be assigned to two more player characters or Companions. Similar to Items, the individual characters must each have the Merge Attribute at the same Level. The players and GM then together design a unique Merged Template package for the Merged form that is built from a number of Character Points equal to 10 Points/Level multiplied by the number of characters merging.

> *For example, if two metahuman twin characters each with Level 2 Merge can combine into a single powerful character, the players create a new merged Merged Template from 40 Character Points total (since Level 2 x 10 Points/Level x 2 characters = 40).*

The Attributes and Defects of the individual character are added together in the combined form and then the Merged Template is added on top. The Body, Mind, and Soul Stats of the Merged form are each equal to the highest Stats of the individual pre-combined characters and then the Derived Values (page 59) are calculated appropriately. Similarly, if two or more of the individual characters possess the same Attribute before combining, the Attribute Level of the Merged form is equal to the Level of the highest ranked individual character; any Level bonuses from the Merged Template are then added on top.

LIMITER

PROPORTIONAL DAMAGE

If damaged Items combine into a new form with the Merge Attribute, some existing damage carries over to the new combined Item with this Limiter. Determine the normal, undamaged Health Point combined totals of all the individual Items prior to the merge. Then divide the sum of each Items' current (damaged) Health Points by that undamaged baseline to calculate the starting Health Points percentage. Finally, multiply the combined Item's normal Health Points (which is usually equal to the Item's Armour Rating, unless modified by Attributes or Defects) by that starting percentage to calculate the combined Item's starting Health Point total.

When a merged Item that was damaged while merged separates into the individual Items once again, divide the current (damaged) Health Points of the combined Item by its normal undamaged Health Points total to calculate the ending Health Points percentage. Multiply this ending total by each Item's individual, normal undamaged Health Points to determined their uncombined health status.

For example: A damaged jet (30 Health Points remaining from 60) and a damaged battleship (70 Health Points remaining from 140) merge into a battle-jet. The players originally constructed the combined battle-jet to have 120 Health Points normally. However, since both Items were damaged before combining, the merged battle-jet's new Health Point total is actually 60 (30+70=100; 60+140=200; 100÷200=0.5 or 50%; 50% of 120=60).

After a gruelling combat against a superior mecha force in which massive amounts of damage were applied to both teams, assume the merged battle-jet has only 30 Health Points remaining. When the battle-jet separates, the individual mecha Items will each only have 25% remaining of their starting Health Point totals (30÷120=0.25). Consequently, the unmerged jet has been reduced to only 15 Health Points (60x0.25=15) while the battleship has been reduced to only 35 Health Points (140x0.25=35).

Level 1	Merged Item is created with up to 10 Points for each combining Item
Level 2	Merged Item is created with up to 20 Points for each combining Item
Level X	Merged Item is created with up to 10X Points for each combining Item

METAMORPHOSIS

Attribute Cost: 2 Points/Level
Attribute Scope: 1 target; Touch; 1 minute
Relevant Stat: Mind or Soul

This offensive Attribute is used to alter a touched person's species, power background profile, or size for short durations, typically up to one minute or for one dramatic scene. Different species are defined by an Origin Template (page 50), which are packages of Attributes and Defects that provide the abilities and disadvantages of that species (a basic human Template has no built-in default Attributes or Defects and is worth 0 Points).

While a person is transformed, any Stat modifier, Attribute, or Defect they possess that is normally the result of their current Origin Template goes away; abilities unrelated to the character's Origin Template are unaffected. The character then gains a new Metamorphosis Template instead. The GM may decide that a Metamorphosis automatically fails if it would prevent the character from surviving in their present environment. Metamorphosis can also transform the user themselves if desired and works the same way. When using this Attribute on a character that doesn't have an Origin Template (like humans), the Metamorphosis Template simply adds on top of their regular character build.

The player must create a single Metamorphosis Template when the Attribute is assigned. This Template may be worth a maximum of 5 Character Points or a minimum of -5 Character Points per Level of the Metamorphosis Attribute. The character is limited to transforming subjects into that specific Metamorphosis Template only, though they can also reverse the process (ending the duration early).

Metamorphosis requires a general or attack action to use. If used on an unwilling target, it requires a successful touch attack. If the attack succeeds, the target is transformed unless they choose to resist. Resisting requires a successful opposed roll using the target's Body or Soul Stat (whichever is higher) against the character's Soul Stat roll + Metamorphosis Attribute Level. If the target has the Immutable Attribute (page 90), they gain a bonus of +2/Level to their roll. If a target successfully resists a Metamorphosis attempt from the same character three or more times, they are immune to further attempts for the rest of the day.

Metamorphosis is not intended for transforming people into stone or other fully immobilised forms. To do that, use the Weapon Attribute (page 128) with the Incapacitating Enhancement.

PERMANENT CHANGE

The base form of the Metamorphosis Attribute changes the target for only a short duration as noted. This is done primarily for game balance since making massive changes to another character, ally, or other individual is quite powerful. If you want the change to last for a longer time, assign the Duration Enhancement (page 142) multiple times. For a permanent Metamorphosis to best reflect your vision for the Attribute, Duration should be assigned 10 times (with GM permission).

ENHANCEMENTS

MULTIFORM

The character can transform the subject into one of a range of different but related forms, provided that they are GM-approved Metamorphosis Templates (that is, not dynamically created whenever the character uses the Attribute) and their Template Point cost is aligned with the effective Attribute Level (1 Level lower). For example, a metahuman wizard might know Metamorphosis – Multiform (Farm Animals) Level 3. They could give their victim any farm animal Template that was worth no more than 10 Character Points nor less than -10 Character Points (since the Attribute functions at Level 2 due to the Enhancement).

ANY FORM

Counts as 2 Enhancements (Attribute effectiveness reduced by 2 Levels). The character can transform the subject into any GM-approved Metamorphosis Template providing the Template cost is aligned with the effective Attribute Level (2 Levels lower). For example, a transdimensional demi-god with Metamorphosis – Any Form Level 5 could transform someone into practically any other lifeform or Origin Template, as long as that new form's Metamorphosis Template was worth no more than +15 nor fewer than -15 Points per Level (functioning at Level 3).

Level 1	Origin Template is created with up to +/- 5 Character Points
Level 2	Origin Templates is created with up to +/- 10 Character Points
Level X	Origin Templates are created with up to +/- 5X Character Points

The capable Belleshroud has an interesting application of her Level 6 Metamorphosis Attribute:

+/- 30 Points; Area: 3 metres; Multiform: Belleshroud's Current Size Difference; Targets: Up to 5; Dependent: Size Change; Ignore: Unwilling Targets

Belleshroud can shrink from her normal Medium size using her Level 3 Size Change Attribute down to a Small size (50-99 cm), Tiny size (25-49 cm), or Diminutive size (10-24 cm). Each Size Template smaller than Medium is worth a cumulative -10 Points – -10 for Small, -20 for Tiny, and -30 for Diminutive.

Her Metamorphosis build also allows her to change the Size Template of up to five targets (usually her Red Anodyne teammates) simultaneously, provided they are all willing participants. The magnitude of change must be identical to Belleshroud's current size difference, which means that if Belleshroud uses Size Change to shrink three Size Ranks (Medium to Diminutive) her Metamorphosis Template must also shrink all targetted characters exactly three Size Ranks. Consequently, if she uses Metamorphosis on a willing Ursus Caesar (Large-sized; Rank 1) while she is Diminutive (-3 Size Ranks), the genius grizzly would only shrink to Tiny Size (Rank 2, or -3 Size Ranks).

MIMIC

Attribute Cost: 2 Points/Level
Attribute Scope: Self only; Must touch target; 1 minute
Relevant Stat: Mind

The character can temporarily mimic one Attribute or Stat of any single touched character for a duration of one minute or dramatic scene, though it only works on Attributes that derive their powers from one particular source (such as magic or technology or metahuman ability; page 188). The Mimic Attribute Level determines the maximum Attribute Level that can be mimicked. Stats Values (at any rank) can be imitated when Mimic reaches Level 5 or higher. The Level of a mimicked Attribute/Stat only replaces the character's corresponding Level (if applicable) if it is higher; the character's Attribute/Stat Level will not normally decrease through Mimic.

Mimic requires a general or attack action to use. If used on an unwilling target, it requires a successful touch attack. If the attack succeeds, the target's ability is imitated unless they choose to resist. Resisting requires a successful opposed roll using the target's Soul Stat against the character's Mind Stat roll + Mimic Attribute Level. If the target has the Immutable Attribute (page 90), they gain a bonus of +2/Level to their roll.

To create a character that steals a target's Attributes for their use rather than just copying them, assign both the Mimic and Nullify (page 100) Attributes, linked through the Dependent Limiter (page 146).

ENHANCEMENT

ALL POWERS

Counts as 2 Enhancements (Attribute effectiveness reduced by 2 Levels). This powerful Enhancement lets the character Mimic all of a target's Attributes simultaneously at the appropriate Levels. Abilities from more than one character can be imitated, though each targetted character must be touched (and potentially resisted) individually.

Level 1	Mimic Level 1 Attributes
Level 2	Mimic Level 2 Attributes
Level X	Mimic Level X Attributes

White Banner is a deadly, full-conversion cyborg with two distinct Mimic Attributes. The first, more powerful Level 8 version can Mimic technological Attributes within 100 metres, while the second Level 6 version can Mimic metahuman Attributes within 10 metres. Both versions allow simultaneous Attribute copying (All Powers Enhancement) and both suffer from the Detectable Limiter; their use can be identified by a bright light and audible hum, as well as through electrical field measurements. Only the metahuman version has a further Ignore Limiter that prevents imitation of biochemical powers. Consequently, both versions of White Banner's Mimic function at an effective Level 5 and can target Attributes up to Level 5.

MIND CONTROL

Attribute Cost: 5 Points/Level
Attribute Scope: 1 target; Touch; 1 minute
Relevant Stat: Mind

This Attribute allows the character to mentally dominate other individuals, creatures, or entities (with a Mind Stat of 1 or higher) through touch, typically for a duration of one minute or one dramatic scene (or earlier if the target breaks free from control). Sorcerers, telepaths, psychic adepts, conquering aliens, and creatures with hypnotic powers such as demons or undead are among those likely to have Mind Control.

Mind Control requires a general or attack action to use. If used on an unwilling target, it requires a successful touch attack. If the attack succeeds, the character further requires a successful opposed roll using the target's Mind Stat against the character's Mind Stat roll + Mind Control Attribute Level. If the target has the Mind Shield Attribute (page 97), they gain a bonus of +2/Level to their roll. If the mental invasion also succeeds, the target is under the attacker's control until they have an opportunity to break the connection. If a target successfully breaks Mind Control from the same character three or more times within a short period, they are immune to further attempts for the rest of the day.

When a player character is under the effects of Mind Control, the GM can take over the character from the player when necessary, although it is probably more fun if the player (with GM guidance) continues to role-play the character. Characters who have been Mind Controlled will not usually remember events that occurred during the time period they are controlled and will have a gap in their memories.

A target may attempt to break control under two circumstances: whenever they are given a command that conflicts with the nature of the character, and whenever the GM deems it appropriate for dramatic effect. To break control, the target must win an opposed roll similar to that outline above: the target's Mind or Soul Stat roll (whichever is higher) + twice their Mind Shield Attribute Level, against the controlling character's Mind Stat roll + Mind Control Attribute Level.

AGAINST TARGET'S NATURE

If a Mind Controlled target is commanded to perform an action that they would not willingly do under normal circumstances, the target can attempt to break control. For mildly distasteful actions (such as licking an enemy's boots or acting against the character's code of honour), the target receives a minor edge (page 172) on the Stat roll. For highly distasteful or undesirable actions (such as stealing from or attacking an ally), the target receives a major edge.

WHEN THE GM DEEMS APPROPRIATE

If the character commands their target to perform a number of mundane activities (clean the house, fetching a drink of water, etc.), the GM may decide the target does not receive an opportunity to break established control. Even a seemingly inoffensive command such as "sit at the table" or "go to sleep", however, may have a drastic impact on the lives of others if a bomb is about to explode in the train station, or the target is piloting an airplane at the time. In these instances, the GM may give the target a chance to break free of the Mind Control even if the target does not regard a command as dangerous or distasteful (which would present an opportunity to end the control). This option puts the GM in direct control of the situation to the benefit of the adventure narrative.

LIMITERS

BROAD CATEGORY

The character's Mind Control is restricted to a broad category of targets, such as humans and similar sapient beings, non-sentient animals, or machine intelligences.

NARROW CATEGORY

Counts as 2 Limiters (Attribute effectiveness increased by 2 Levels). The character's Mind Control is restricted to a narrow category of targets, such as superpowered targets, a specific alien species, males, or targets with Mind Stats below 4 (human average).

SPECIFIC CATEGORY

Counts as 3 Limiters (Attribute effectiveness increased by 3 Levels). The character's Mind Control is restricted to a specific category of targets, such as dogs, lizards, people obsessed with beauty, or any being on Sundays.

SINGLE CATEGORY

Counts as 4 Limiters (Attribute effectiveness increased by 4 Levels). The character's Mind Control is restricted to a single targetted group, such as family members, mutants with a specific gene, members of a particular organisation, or poodles.

Level 1	Minimal Mind Control – They can give extremely basic, non-aggressive suggestions such as "turn around", "run", "scream", etc.
Level 2	Minor Mind Control – They can give simple, non-aggressive suggestions such as "go make me a sandwich", "tell that bank teller to put cash into a bag and hand it over to you", "grab that shovel and start digging", etc.
Level 3	Moderate Mind Control – They can give complex, non-aggressive suggestions such as "pick up cargo case, talk your way through the security checkpoint using your fake ID, and then load it into the ship's hidden smuggling compartment"
Level 4	Significant Mind Control – As Level 3, plus the character can also make aggressive suggestions (which includes attacking)
Level 5	Major Mind Control – As Level 4, plus the character can also permanently erase brief events from the victim's recent memory (within the past few hours)
Level 6	Exceptional Mind Control – As Level 5, plus the character can also permanently erase brief events from the victim's near-term memory (within the previous week)
Level 7	Extreme Mind Control – As Level 5, but the brief events can now be altered and extended
Level 8	Excessive Mind Control – As Level 6, but the brief events can now be altered and extended
Level 9	Legendary Mind Control – As Level 8, plus the character can permanently erase and alter complex and prolonged events from the victim's moderate-term memory (within the past few years)
Level 10	Cosmic Mind Control – As Level 9, but events can be from the victim's long-term memory

Few individuals, human or alien, can dominate minds like the walking Haitian corpse, Doc Cimitière. His Level 9 Mind Control functions effectively at Level 6 due to several Enhancements and Limiters. Cimitière can simultaneously establish control over up to 10 victims within a 10-metre radius, permanently erasing or altering brief memories of events that happened the previous week. While the Doc is using Mind Control, a sweet smell of epis spice permeates the area (Detectable Limiter). Constant interference from The Baron, Cimitière's long-time nemesis, has rendered the Doc's Mind Control unstable in the presence of drumming (Haywire Limiter) and grants his thralls a minor edge when attempting to break control.

Britannia's Mind Control is not quite as powerful, but still highly impactful. Rather than the Attribute operating independently, it is Dependent on Britannia's Telepathy powers; should her Telepathy be suppressed with the Nullify Attribute her Mind Control would cease to function. She can exert simultaneous control over up to 10 organic sentients, which includes alien species like the Haud but excludes regular animals. Britannia's Level 5 Attribute functions effectively at Level 4.

MIND SHIELD

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: Mind

A character with Mind Shield is protected against psychic intrusion. This may be a reflection of their own psychic abilities, a protective spell, special training, or some innate knack. A character with Mind Shield can detect attempts to read their mind via Telepathy (page 121) or control their mind using Mind Control (page 96), and receive a bonus to resisting Mind Stat rolls as appropriate. Each Mind Shield Attribute Level also provides 5 Points of "Mental Armour" that provides an Armour Rating against damage inflicted via Weapon Attribute with the Psychic Enhancement (page 134).

For other defensive Attributes that work differently than Mind Shield, see the Immutable (page 90), Nullify (page 100), Resilient (page 109), and Unaffected (page 125) Attributes.

Level 1	+2 Stat roll bonus to resist psychic intrusion
Level 2	+4 Stat roll bonus to resist psychic intrusion
Level X	+2X Stat roll bonus to resist psychic intrusion

MINI OBJECT

Attribute Cost: 2 Points/Level
Attribute Scope: External object; Permanent
Relevant Stat: —

Only assign this Attribute to non-living Items that may typically be used in combat situations – small vehicles, tiny robots, spy hover-cams, small drone assistants, etc. – since characters and creatures should acquire a Size Template instead (page 47). For every Size Rank the Item is below the default (Medium; Size 0), assign one Level of Mini Object. Such Items have the advantage of being light and hard to notice and also make smaller targets in ranged combat.

For every Size Rank the target is smaller than the attacker, the attacker receives a -2 penalty to hit with a ranged weapon. Conversely, for every Size Rank the target is larger than the attacker, the attacker receives a +2 bonus with a ranged weapon. For example, if a Small Item (Size -1) and a Teeny Item (Size -5) are in ranged combat – a difference of four Size Ranks – the Small Item gains a -8 penalty to hit while the Diminutive Item gains a +8 bonus to hit.

Table 5-3 shows the progression of mass and height for a Mini Object. Select a size and then assign an appropriate mass (usually within the range provided). Size 0 (the usual human-sized Medium standard) is shown for comparison purposes.

Level 1	The Item is Size Rank -1 (Small)
Level 2	The Item is Size Rank -2 (Tiny)
Level 3	The Item is Size Rank -3 (Diminutive)
Level 4	The Item is Size Rank -4 (Fine)
Level 5	The Item is Size Rank -5 (Teeny)
Level 6	The Item is Size Rank -6 (Wee)
Level 7	The Item is Size Rank -7 (Minute)
Level 8	The Item is Size Rank -8 (Speck)
Level 9	The Item is Size Rank -9 (Mote)
Level 10	The Item is Size Rank -10 (Point)

MINIONS

Attribute Cost: 2 Points/Level
Attribute Scope: External individuals; Ongoing availability
Relevant Stat: Soul

The Minions Attribute represents the extent of the character's loyal and dedicated human or creature resources. Minions – sometimes known as henchmen, guards, flunkies, groupies, stooges, toadies, etc. – are eager to carry out the character's commands and ask for little in return. They aim to please, even at their own expense. For specific talented allies, see the Companion Attribute (page 74). Mercenaries who the character hires for specific tasks are not Minions since they have an agenda and expect compensation. Some relationship-based Defects (such as Hounded, Obligated, Red Tape, etc.) are not typically assigned due to the Companion's innate role as a character's subordinate.

The Minions' game stats are set when this Attribute is assigned – up to a maximum of one-fifth the character's Point total. For example, Minions of a 250 Point character are built from up to 50 Points each. Minions created by this Attribute normally have identical Stats, Attributes, and Defects (with minor and insignificant variations at the GM's discretion). Minions with different Point distributions can be created by assigning this Attribute more than once to create a new Minions group.

Level 1	Up to 5 Minions
Level 2	6-10 Minions
Level 3	11-25 Minions
Level 4	26-50 Minions
Level 5	51-100 Minions
Level 6	101-250 Minions
Level 7	251-500 Minions
Level 8	501-1,000 Minions
Level 9	1001-2,500 Minions
Level 10	2501-5,000 Minions

Numerous leaders and supervillains have Minions, including Janus (50 henchmen), Iron Duke (100 Iron Walkers), Kreuzritter (200 Secret Service agents), and the Dark Queen (50,000 Eternal Legion soldiers).

5-3: MINI OBJECT SIZES

RANK	SIZE	POINTS	HEIGHT	COMPARISON SIZE	TYPICAL MASS RANGE
0	Medium	0	1 - 2 metres	Average Human	50 - 150 kg
-1	Small	2	50-99 cm	Small Dog	6-20 kg
-2	Tiny	4	25-49 cm	Cat	500 g - 2 kg
-3	Diminutive	6	10-24 cm	Rat	50-300 g
-4	Fine	8	5-9 cm	Hamster	6-30 g
-5	Teeny	10	3-4 cm	Cricket	1-5 g
-6	Wee	12	1-2 cm	Bee	50-500 mg
-7	Minute	14	5-9 mm	Ladybug	6-40 mg
-8	Speck	16	1-4 mm	Ant	1- 5mg
-9	Mote	18	500-900 µm	Amoeba	50-500 µg
-10	Point	20	100-400 µm	Human Cell	1-40 µg

MULLIGAN

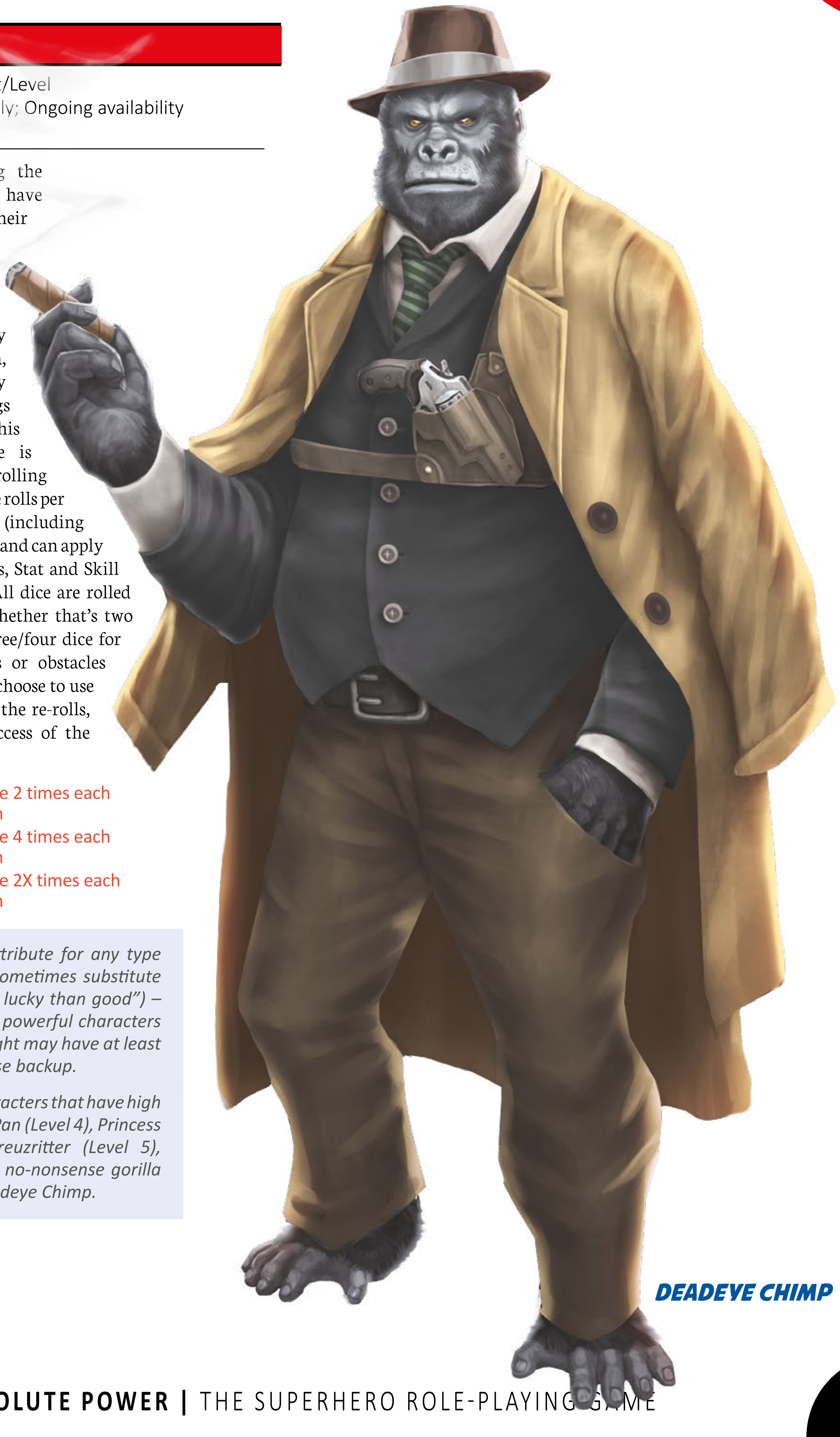
Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Ongoing availability
Relevant Stat: Soul

A character possessing the Mulligan Attribute may have powerful forces acting as their guardian, which can quite beneficially influence the outcome of important events. Alternatively, the character may be really lucky or have great karma, or perhaps can subtly influence their surroundings with thought alone. This relationship with fortune is represented through the re-rolling of up to two undesirable dice rolls per Level each gaming session (including undesirable re-rolls as well), and can apply to attack rolls, defence rolls, Stat and Skill rolls, and Initiative rolls. All dice are rolled when using a Mulligan, whether that's two dice for normal rolls or three/four dice for situations involving edges or obstacles (page 172). The player may choose to use the original roll, or any of the re-rolls, when determining the success of the action.

Level 1	Re-roll all dice 2 times each game session
Level 2	Re-roll all dice 4 times each game session
Level X	Re-roll all dice 2X times each game session

Mulligan is a helpful Attribute for any type of character that may sometimes substitute for ability ("better to be lucky than good") – though even immensely powerful characters like Sentinel and Witchlight may have at least one Level as a just-in-case backup.

A few Sentinel-Earth characters that have high Mulligan Levels include Pan (Level 4), Princess Grimalkin (Level 5), Kreuzritter (Level 5), Janus (Level 6), and the no-nonsense gorilla private investigator, Deadeye Chimp.



DEADEYE CHIMP

CITIZEN PROMETHEUS

NULLIFY

Attribute Cost: 5 Points/Level
Attribute Scope: 1 target; Touch; 1 minute
Relevant Stat: Body or Soul

The character can temporarily render the Attributes of other touched characters unusable for approximately one minute or dramatic scene, though it only works on Attributes that derive their powers from one particular source (such as magic, technology, or metahuman ability; page 188).

The Nullify Attribute Level determines the maximum Attribute Level that can be nullified, which can either Nullify the target Attribute completely (if that Attribute Level is lower than the character's Nullify Attribute Level) or reduce the effectiveness of the target Attribute by the number of Levels of the Nullify Attribute (if that Attribute Level is greater than the character's Nullify Attribute Level). For example, if a character with Level 2 Nullify (of magical sources) targets a mystic cultist who has Level 1 Armour, Level 2 Flight, and Level 5 Teleport, the character could reduce the target's Armour to Level 0 (1-2=0), or Flight to Level 0 (2-2=0), or Teleport to Level 3 (5-2=3).

Nullify requires a general or attack action to use. If used on an unwilling target, it requires a successful touch attack. If the attack succeeds, the target's ability is Nullified unless they choose to resist. Resisting requires a successful opposed roll using the target's Body or Soul Stat (whichever is higher) against the character's Soul Stat roll + Nullify Attribute Level. If the target has the Immutable Attribute (page 90), they gain a bonus of +2/Level to their roll. A character can Nullify one target Attribute for each action and can thus Nullify more than one Attribute using multiple actions in the same or different rounds.

To create a character that steals a target's Attributes for their use rather than only copying them, assign both the Nullify and Mimic (page 96) Attributes, and link them through the Dependent Limiter (page 146).

ENHANCEMENT

MULTIPLE ATTRIBUTES

Counts as 2 Enhancements (Attribute effectiveness reduced by 2 Levels). With this powerful variation, the character can counteract all source-related Attributes simultaneously (instead of just one) at the appropriate Level. Continuing the earlier magical encounter example, with this Enhancement the character could reduce the target's Armour, Flight, and Teleport Attributes simultaneously for a single attack action.

Level 1	Nullify 1 Level of source-related Attribute
Level 2	Nullify 2 Levels of source-related Attribute
Level X	Nullify X Levels of source-related Attribute

Citizen Prometheus, formerly Officer Prometheus of the ECPD, has Level 4 Nullify that can dampen up to Level 4 Attributes powered by heat or fire. Since his Nullify lacks the Multiple Attributes Enhancement, he can only counter one heat Attribute for each action anywhere within a 100-metre radius Area. Nullification requires Concentration that prevents Prometheus from attacking while using the Attribute, and it is Detectable by sight (he glows with bright witchfire). Unfortunately, his Nullify suffers from the Backlash Limiter: if he fails his opposed Nullify roll by more than 6, his own fire-based Attributes are temporarily disrupted.

Rain Killer's Level 2 Nullify functions differently and targets Level 1 and 2 metahuman Attributes. Thanks to the Enhancement, she can simultaneously Nullify Multiple Attributes within a surrounding three-metre radius area. She pulses intense light when using Nullify (Detectable Limiter), and her Attribute suffers from both the Backlash Limiter (if she fails her opposed Nullify roll by more than 6) and Unpredictable Limiter (she must make a successful Soul Stat roll with Target Number 12 to activate her dampening power). Nullify isn't Rain Killer's primary power base (that's her body armour), but it is certainly handy – when it works!

PLANT CONTROL

Attribute Cost:	1 Point/Level
Attribute Scope:	Variable radius; 1 minute
Relevant Stat:	Mind

Characters with this Attribute can control the fast growth and movement of all plants in the surrounding area for up to one minute or dramatic scene. The Attribute Level determines the maximum area in which the plants can be controlled, with the character at the centre of that area. After the duration ends, the plants will return to their normal state and size before the control. To cause significant damage with controlled plants, the character should acquire the Weapon Attribute (page 128) with the Dependent Limiter (page 146).

LIMITER

GROUP

The character's control is restricted to a broad plant group, such as trees, grasses, weeds, bushes, flowers, mosses, vegetables, ferns, vines, seaweed, etc.

SPECIES

Counts as 2 Limiters (Attribute effectiveness increased by 2 Levels). The character's control is restricted to a specific type of plant, such as oak trees, wheat, dandelions, raspberry bushes, roses, club moss, carrots, etc.

Level 1	The character can control plants within a precise area (10 cm radius) and cause growth up to 3 times their normal size
Level 2	The character can control plants within a small area (1 m radius) and cause growth up to 10 times their normal size
Level 3	The character can control plants within a moderate area (10 m radius) and cause growth up to 30 times their normal size
Level 4	The character can control plants within a building-sized area (100 m radius) and cause growth up to 100 times their normal size
Level 5	The character can control plants within a neighbourhood-sized area (1 km radius) and cause growth up to 300 times their normal size
Level 6	The character can control plants within a city-sized area (10 km radius) and cause growth up to 1,000 times their normal size
Level 7	The character can control plants within a county-sized area (100 km radius) and cause growth up to 3,000 times their normal size
Level 8	The character can control plants within a country-sized area (1,000 km radius) and cause growth up to 10,000 times their normal size
Level 9	The character can control plants within a planet-sized area (10,000 km radius) and cause growth up to 30,000 times their normal size
Level 10	The character can control plants within an orbital-sized area (100,000 km radius) and cause growth up to 100,000 times their normal size

Belleshroud has developed the most incredible plant powers ever seen in the world. With an effective Level 7 (but actual Level 8) Plant Control Attribute, she can control and direct the growth of vegetation within a 100 km radius. Her high Level means that plants can grow up to 3,000 times their normal size under her guidance, which can result in trees bursting to unbelievable heights of 300 km or more (well into the thermosphere) and blades of grass 300-metres tall. Furthermore, Belleshroud can retain control over those plants for up to one hour before they return to regular size. When using Plant Control, she radiates an intense, though invisible, magical aura (Detectable Limiter).

POCKET DIMENSION

Attribute Cost: 1 Point/Level
Attribute Scope: Variable radius; Permanent
Relevant Stat: —

This Attribute allows the character to have control over a small dimension or plane of existence of their own. A Pocket Dimension is a self-contained universe; it could be a dream world, a created reality, an astral construct, or even an object that is bigger inside than it is outside. A dimension could even be partially unexplored or dangerous territory, providing adventuring opportunities to characters who visit. Such a dimension provides a secure storage area and (if large enough) could be a private sanctum or prison. Pocket Dimensions are often used to store all manner of objects, from weapons to battle costumes to vehicles to legions of Companions. They also represent a method of making objects seem to suddenly appear.

The Attribute Level determines the maximum size of the extra-planar space. The environment and furnishings of the dimension are up to the player within the GM's limitations; extensive furnishings should be acquired with the Gear (page 86) or Item (page 91) Attributes. Under normal circumstances, this Attribute can only be taken by a character who already has either the Dimension Walk (page 78) or Portal (page 102) Attributes – otherwise, the character may be unable to access the Pocket Dimension. Assigning this Attribute to an Item instead may remove this restriction if it is normally accessible to anyone (such as an extra-dimensional "bag of holding" that anyone can access by opening the bag).

Level 1	Tiny dimension (10 cm radius)
Level 2	Small dimension (1 m radius)
Level 3	Moderate-sized dimension (10 m radius)
Level 4	Building-sized dimension (100 m radius)
Level 5	Neighbourhood-sized dimension (1 km radius)
Level 6	City-sized dimension (10 km radius)
Level 7	County-sized dimension (100 km radius)
Level 8	Country-sized dimension (1,000 km radius)
Level 9	Planet-sized dimension (10,000 km radius)
Level 10	Orbital-sized dimension (100,000 km radius)

Grandmother Raven's Level 3 Pocket Dimension leads to a pristine natural landscape of vegetation and waterfalls – the Raven's Lands. It has a modest 100-metres radius and is a sanctuary of tranquillity and peace. Since the space is restricted by a Unique Limiter and the mystic can only remain in Raven's Lands for one hour at a time, it functions at an effective Level 4.

Bloody Mary's Level 6 Pocket Dimension is a fiendish city-sized hellscape (10-km radius) known only as the Badlands. A thin, yet oppressive blood-red fog blankets the terrifyingly bleak landscape of craggy rocks, oozing plants, and steaming bogs. Bloody Mary is fond of dragging kidnapped children and adults to the Badlands where she abandons them to their fates.

PORTAL

Attribute Cost: 2 Points/Level
Attribute Scope: External and instantaneous; or 1 Target
Relevant Stat: Soul

This Attribute allows the character to create a portal, hole, doorway, or rift – typically no larger than a one-metre radius – that leads into a different dimension, alternative reality, or plane of existence. The Attribute can normally transport the character and others within the surrounding radius to another dimension. Sometimes this is the character's Pocket Dimension. A Portal can usually be held open as long as a character desires.

The Portal Level determines the number of one-way dimensional transitions the user has mastered. For example, "Earth to Dark Empire" is a single dimension link – the user can travel from Earth to the alternate and perverse mirror reality, but not back. If the character wished to return, a second transition, "Dark Empire to Earth" or some other form of travel (such as a natural gateway) is needed. Assigning both "Earth to Dark Empire" and "Dark Empire to Earth" is two transitions and requires two Levels of Portal, but sometimes this power is a one-way journey only.

A character with only a few Levels of this Attribute can also select links in a way that ensures they need to travel through a chain of dimensions to get home. For example, someone with Level 4 might have: Sentinel-Earth to Dark Empire, Dark Empire to Union-Earth, Union-Earth to Fairshadow, and Fairshadow to Sentinel-Earth. This means the character would have to pass through the Dark Empire and Union-Earth realities each time they wished to reach Fairshadow from Sentinel-Earth, which could be a perilous journey indeed.

A dimension can also be defined as the past or future, provided the GM is willing to deal with any issues of time travel that occur. One way to limit portals to other times while still permitting characters to visit comic book staples such as the time that experienced the emergence of the first super-soldiers, or a future apocalyptic Earth after humanity's last stand, is to say they are really alternate realities (so history cannot change). Furthermore, time may flow at a rate that remains constant with the present, so characters cannot repeatedly visit the same point. This means a character living on Earth in 2021 might know how to open a portal to "Earth of 50 years in the future" rather than "Earth 2071". This minor but significant detail ensures the flow of events is constant, so when it turns 2022 on modern-day Earth, the character can now only visit the state of Earth in 2072 (still 50 years later). Ambitious GMs can have other dimensions where time flows at different rates or where altering events can change the past or future, but this can easily create various game balance problems.

Portal is not another version of the Teleport Attribute (page 122). A character will usually travel to a point in the other dimension that most closely maps with the point in their own reality (GM's option). The GM may also rule that visitors are likely to appear at certain Earth nexus points (such as the Guard's Olympian Tower in Empire City or the Thulestag capitol building) regardless of where they come from or that their arrival is completely random.

USING PORTAL ON OTHERS

Portal may be used offensively to send others to another dimension with or without going oneself. To do this, simply add the Duration Enhancement (see page 142). This sort of Portal is often possessed by Items such as an ancient shrine or machine that contains a gate to another world, sucking anyone nearby into it. The victim will remain in the dimension for a maximum amount of time indicated by the Duration Enhancement. The character is released from the dimension once the Attribute's Duration ceases, reappearing at the point from which they vanished, or optionally, a different point congruent with their present location, depending on how that dimension maps with their origin.

Using Portal this way on others requires a general action to use. To avoid being transported, a victim must resist with a successful opposed roll using the target's Body or Soul Stat (whichever is higher) against the character's Soul Stat roll. If the target has the Immutable Attribute (page 90), they gain a bonus of +2/Level to their roll. If the target resists three successive attempts at transporting them to another dimension within a short period, they are immune to further Portal attacks from that initiating character for the rest of the day.

Level 1	The character can create a one-way Portal to 1 defined dimension
Level 2	The character can create one-way Portals to 2 defined dimensions
Level X	The character can create one-way Portals to X defined dimensions

The Baron has a Level 2 Portal Attribute (effective Level 3) that has a serial link between Earth to the Astral Plane, the Astral Plane to the Invisible Realm (magical home of many loa), and the Invisible Realm back to Earth. The aperture of his Portal can expand up to three metres wide (Area Enhancement), though it requires one round to open (Activation Limiter) and can be identified by individuals in the area who are sensitive to spiritual energy (Detectable Limiter).

POWER FLUX

Attribute Cost: 10 Points/Level
Attribute Scope: Situationally variable; 1 minute
Relevant Stat: Variable

Power Flux represents extensive control over a minor element, ideology, natural phenomenon, or sphere of influence. It is often used to represent divine, elemental, or improvised magical powers, or a powerful high-tech Item. At high Levels, the character holds mastery over a particular realm and has an intimate understanding of all things relating to the Attribute sphere. Examples of minor categories over which the character has control include: a classical element (water, fire, wind, earth), a limited concept or idea (lust, protection, charm, pride), a minor aspect of nature (temperature, friction, insects, sunlight, clouds, sea creatures), or a limited sphere of influence (keys, silence, cats, writing, guns, a small locality, nutrition).

This is a very open-ended Attribute and should be discussed with the GM at length to determine the effects and limitations in the game. Proper use of Power Flux will not unbalance the game but rather can provide many opportunities for character innovation. As an alternative option to Power Flux, see the Dynamic Powers (page 78), Power Variation (page 105), and Transmute (page 124) Attributes.

A character with this Attribute has a group of reserve Character Points (called Flux Points) that can be allocated to different Attributes as often as once a minute (or once each dramatic scene, as determined by the GM) within the thematic category chosen by the player. This often represents a broad-based magical or psionic ability, but it can also reflect a character who has several different powered forms or a character who has little control over their range of Attributes (in conjunction with the Unpredictable Limiter, page 149). Stats and Defects cannot be raised or lowered with Power Flux (though the Augmented Attribute may be altered). Fluxing some Attributes may require GM permission. Each Level of this Attribute provides the character with 5 Flux Points.

If the character makes a successful Stat roll (the relevant Stat and difficulty are determined by the GM), they can assign Flux Points to one or more Attributes that grant powers that fit within the thematic category. A Flux Point is equal to one Character Point, which can be assigned to the cost of the Attribute directly, or to the cost of raising an Attribute's Enhancement Rank (if used and permitted by the GM). Under normal circumstances, Power Flux cannot be allocated to Companion, Dynamic Powers, Item, Power Variation, Skill Group, or Transfer Attributes.

For example, a beloved vigilante character who is the reincarnation of an Egyptian cat goddess might take Power Flux (Cats) at Level 2 for 20 Character Points, which grants 10 Flux Points.

Up to once every minute, the character can allocate the 10 Flux Points to any combination of Attributes that fit the cat theme. Perhaps in the evening, the character plans to prowl around the city for several hours to hunt gang members and various superpowered threats to the community, leaping from rooftop to rooftop, and assigns the following helpful Attributes: Heightened Senses Level 2 (Hearing, Sight; 2 Flux Points), Jumping Level 2 (2 Flux Points), Weapon Level 2 (Claws; 4 Flux Points), and Special Movement Level 2 (Balance, Cat-Like; 2 Flux Points).

Early next morning, the character decides they should gather information about any potential strange neighbourhood happenings they may have missed during the night by visiting a common stray cat hangout near the wharf. The character replaces the Level 2 Weapon Attribute with Telepathy (Cats) Level 1 (3 Flux Points; Effective Level 4) and Special Movement Level 1 (Fast; 1 Flux Point). The strays don't report anything unusual happening recently, and so the character heads back to their apartment to rest.

DOC CIMITIÈRE

ENHANCEMENTS

MAJOR CATEGORY

The character's influence extends to a major or large category that has a significant impact on the game instead of just a minor one. Examples include: a broad concept or idea (love, communication, travel, strength), a major aspect of nature (weather, magnetism, gravity, electricity, animals), a specific category of magic (nature, summoning, movement, creation, fairy tale), or a broad sphere of influence (cities, computer data, health, necromancy, truth, manufacturing, fertility, weapons, drugs, shapeshifting).

PRIMAL CATEGORY

Counts as 2 Enhancements (Attribute effectiveness reduced by 2 Levels). The character's influence extends to a primal or universal category that has an extreme impact on the game instead of just a minor one. Examples include core concepts and primary spheres of influence such as Time, War, Death, Life, Earth, Stars, Thought, Magic, Force, Math, Self, Law, Chaos, Heaven, Hell, Dimensions, Dreams, and others.

DEBUFF

Upon making a successful opposed Stat roll, the character can burden one touched target with negative or inverse versions of Attributes acquired with Flux Points, instead of assigning the standard Attribute versions for their own use. These "debuffs" remain in effect for one minute or dramatic scene. If a target already has Levels of an Attribute selected for the character's Debuff (such as Flight or Size Change), the character may reduce the Attribute Levels by assigning negative Levels with Flux Points, but not eliminate the Attribute completely (i.e. a Debuff reduction cannot reduce an Attribute below Level 1). For the Flight example, the target's flying speed would be reduced with a Debuff; for Size Change, the maximum Size Rank variation from the target's normal size would be reduced with a Debuff. Not all Attributes choices are appropriate for Debuffs (GM discretion), and the GM may set limitations on their scope and scale.

Some reasonable Power Flux Debuff examples may target Attributes such as Armour, Attack/Defence Mastery, Augmented, Energised, Force Field, Skill Group, Special Movement: Fast, etc.

LIMITER

SKILL FLUX

Only assign this Power Flux version in games using the optional individual Skills (page 194) rather than Skill Groups.

The character can only reassign Flux Points within their repertoire of Skills and associated Specialisations (one Flux Point is equivalent to one Skill Point). It can represent someone with a paranormal ability or super-eidetic memory, or someone who can download or absorb knowledge from an external source such as spirits of the dead or programmes on data networks.

Level 1	Reassign up to 5 Flux Points each minute
Level 2	Reassign up to 10 Flux Points each minute
Level X	Reassign up to 5X Flux Points each minute

Doc Cimitière possesses the Power Flux Attribute at Level 3 with the major category loa channelling, though it has an effective Level 6 due to several Limiters. Its use is dependent on successful activation of his Mind Control Attribute, since that's the path through which he channels the loa. While the Doc is using Power Flux, a sweet smell of epis spice permeates the area (Detectable Limiter). Cimitière can only use Power Flux in areas with a high spirit presence (Environmental Limiter) and suffers spiritual damage should he fail his Power Flux Stat roll by more than 6 (Backlash Limiter). With an effective Level 6, Cimitière can reassign up to 30 Flux Points to Attributes of his choice every minute.

POWER VARIATION

Attribute Cost:	4 Points/Level
Attribute Scope:	Self only; Selected Attributes; 1 minute
Relevant Stat:	Variable

This very flexible Attribute is similar to Power Flux, but more focussed. It also represents control over an element, ideology, natural phenomenon, or sphere of influence. However, Power Variation limits the character to a small assortment of previously assigned Attributes, amongst which their associated Character Points can be exchanged once a minute or dramatic scene. This Attribute is ideal for assigning to high-tech Items such as starships and vehicles that allocate power to different systems as needed (such as powering shields, weapons, navigation, and life support systems).

At each Level of this Attribute, Character Points can be exchanged in any way between the Level costs of a wide range of Attributes (usually excluding Companions, Dynamic Powers, Item, Power Variation, Skill Groups, and Transfer) that are specified when this Attribute is assigned. The number of specified Attributes is equal to one more than the character's Power Variation Level. Note that for the purposes of Power Variation, each distinct Weapon Attribute (page 128) is considered to be a separate Attribute. Furthermore, Levels can be dropped to 0 for one or more of these Attributes as desired in order to have more Character Points available for assigning to the other Attributes.

For example, if a character with Level 3 Power Variation has allocated 15 Character Points to four specific variable Attributes (such as Armour, Flight, a single Weapon, and Teleport) during character creation, they can redistribute these 15 Points in any way over the four Attributes and their Enhancement and Limiter Ranks once every minute. The original values of these Attributes are still important, though, because if an ability such as Nullify (page 100) is used to negate the Power Variation Attribute, the character will revert to their original values in each Attribute.

Level 1	Reassign Character Points between 2 Attributes each minute
Level 2	Reassign Character Points between 3 Attributes each minute
Level X	Reassign Character Points between X+1 Attributes each minute

PROJECTION

Attribute Cost:	3 Points/Level
Attribute Scope:	Variable radius; 1 minute
Relevant Stat:	Mind

The character can create projected images for one minute or dramatic scene that may have audible or visual components, or both. This Attribute may reflect holographic technology, magical ability, control over environmental conditions, or a completely different method of creation. The difference between a Projection and an Illusion (page 87) is that everyone can see and/or hear a Projection because it does not target specific minds. The Projection cannot be touched because it is not substantial, nor does it have a taste or smell. A character can normally maintain only a single Projection at a time but assigning Enhancements can increase this.

Depending on the situation, and the nature of other individuals or animals viewing the Projection, the image may appear to be a real object. Closer inspection will usually reveal the Projection for what it is, but this will not cause the Projection to disappear as it would for an Illusion. If appropriate, the GM can require Body or Mind rolls to correctly identify a Projection for its true nature. See the Illusion Attribute for the ability to create mental illusions that target specific people, rather than real images that anyone (including technological devices, such as cameras) can detect.

A Projection may be of a particular object or entity or complete scene (such as a furnished room or crowd). It may also be created over an existing person, scene, or object to make it appear different than it really is. A Projection that is untended is normally static, either remaining in one place or (if created over and attached to something) moving as the underlying object or entity moves. To give a Projection the semblance of independent activity (such as a projected image of a person or crowd that reacts, moves, and speaks), the character must be actively engaged in manipulating the Projection, which may preclude undertaking other actions.

The Level dictates the size of the Projection image, but it can be created anywhere within a 100-metre range of the character (or perhaps centred on the character if the Attribute is Level 5+). Thus, a Level 3 Projection indicates that any image up to 10 metres in radius (such as a school bus) can be created and moved within a range of 100 metres (such as a city block) from the character.

In order for the character to create a convincing Projection of something complex, the GM may require a Mind Stat roll. The GM can assign a Target Number depending on how familiar or unfamiliar the character is with the scene that is being simulated. The GM may also grant the character a minor or major edge (page 172) on the roll if they have in excess of the minimum Level needed to create a Projection. If the roll fails, the character's Projection is somehow flawed, but the character creating it may not be aware.

For example, if a character with Projection Level 4 (maximum Projection size of 100 metres) decides to project the image of a large dog (1 metre in size; a Level 2 effect), the GM may apply a minor edge to the Mind Stat roll. If it fails, the character's Projection has an obvious flaw in it (perhaps it has six legs or no face, or is green).

ENHANCEMENTS

FEW PROJECTIONS

The character can maintain 2-3 Projections at the same time. A Projection that represents the image of a group of objects or entities such as a crowd of androids or a furnished office, counts as a single Projection rather than several. If a character is already sustaining their maximum number of Projections and wishes to create another one, an existing Projection must first be abandoned.

SEVERAL PROJECTIONS

Counts as 2 Enhancements (Attribute effectiveness reduced by 2 Levels). As above, but the character can maintain 4-6 Projections at the same time.

Level 1	Tiny-sized Projection (10 cm radius)
Level 2	Small-sized Projection (1 m radius)
Level 3	Moderate-sized Projection (10 m radius)
Level 4	Building-sized Projection (100 m radius)
Level 5	Neighbourhood-sized Projection (1 km radius)
Level 6	City-sized Projection (10 km radius)
Level 7	County-sized Projection (100 km radius)
Level 8	Country-sized Projection (1,000 km radius)
Level 9	Planet-sized Projection (10,000 km radius)
Level 10	Orbital-sized Projection (100,000 km radius)

Huang Xiu, the second Lady of the Lantern, possesses a "magic" lantern Item that has a Level 4 Projection built into its lens. It can therefore project images with a radius up to 100 metres, which is a substantial size in the busy and crowded Chinatown district of Empire City. The lantern can project up to three complex and audible images simultaneously (Few Projections Enhancement), though it requires approximately 10 seconds to programme and power up the projections (Activation Limiter). Lady of the Lantern often projects images of herself to confuse opponents she is battling.

RANGED ATTACK

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

A character with the Ranged Attack Attribute knows how to perform precise ranged attacks with a particular class of distance weapons. This is actually a group of different Attributes, each representing expertise with a particular class of weapons.

For each Level, the character gains a +2 bonus to their Attack Combat Value whenever they are using the specified group of ranged weapons. This bonus actually increases the Attack Combat Value when using the specific weapon, and thus relevant damage inflicted (page 183) is increased as well.

The character selects the group of ranged weaponry when this Attribute is assigned. Examples include:

Archery (bows), artillery (large calibre indirect-fire guns such as howitzers and mortars), blow gun, cannon (large calibre direct-fire guns such as tank guns and naval guns), handgun (pistols, machine pistols, revolvers), crossbow, launcher (guided and unguided rockets), long gun (carbines, rifles, submachine guns, and shotguns), machine gun (bipod, tripod, or vehicle-mounted machine guns and automatic cannon), mechanical artillery (catapults and bolt throwers), sling, spells (magical missile attacks such as fireballs and lightning), throwing (for thrown axes, knives, stars, grenades, etc.), Weapon Attribute attack (all attacks associated with a particular metahuman or superpowered ability), an Attribute's use (such as Telekinesis, Plant Control, or Dynamic Powers), or a group of ranged weapons built into an Item type such as tank weaponry, or starship weaponry, or giant robot weaponry.

SIZE-RELATED LEVELS

When Ranged Attack is added to a character due to a Size Rank smaller than Medium, the character receives the Attack Combat Value bonus on all ranged attacks (i.e. all types of weapons), rather than just a single weapon category.

Level 1	Attack Combat Value increases by 2 when using a class of ranged weapons
Level 2	Attack Combat Value increases by 4 when using a class of ranged weapons
Level X	Attack Combat Value increases by 2X when using a class of ranged weapons

Several Sentinel-Earth characters possess the Ranged Attack Attribute: Britannia (Level 2) gains a +4 bonus when attacking with her Telekinesis Attribute; Citizen Prometheus similarly gains +4, but with his heat-based Weapons; and Belleshroud's +4 bonus applies when attacking with plants controlled by her Telekinesis. Both Ghost Lion (Level 3; +6 bonus) and Rain Killer (Level 2; +4 bonus) have a long gun Ranged Attack specialisation, which applies to rifles, submachine guns, and shotguns. Meanwhile, the Ranged Attack for both Witchlight (Level 3; +6 bonus) and Crystal Pirate (Level 2; +4 bonus) focus on their Dynamic Powers use.

RANGED DEFENCE

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

This is actually a group of different Attributes, each representing the character's talent at avoiding ranged attacks in specific circumstances. The character selects the condition for this Attribute when it is assigned, with each Level giving the character a +2 to Defence Combat Value when defending against ranged attacks under the specific condition.

RANGED DEFENCE (PERSONAL)

The Attribute applies against attacks made while the character is able to move freely, whether they be on foot, flying, swimming, etc. The character may not actually be dodging bullets, but rather this Attribute is a combination of situational awareness and tactical movement as well as knowing when to keep moving (to present a more difficult target) and when to drop for cover. This is the most common focus for the Ranged Defence Attribute.

RANGED DEFENCE (MOVEMENT)

The Attribute applies against attacks made while the character is manoeuvring a specific vehicle or an Item/Companion type, such as automobiles, motorcycles, boats, giant robots, jets, starships, hoverboards, horses, dolphins, and more.

SIZE-RELATED LEVELS

When Ranged Defence is added to a character due to a Size Rank smaller than Medium, the character receives the Defence Combat Value bonus defending against all ranged attacks (i.e. both personal and movement), rather than just a single type.

Level 1	Defence Combat Value increases by 2 when defending against ranged attacks under a specific condition
Level 2	Defence Combat Value increases by 4 when defending against ranged attacks under a specific condition
Level X	Defence Combat Value increases by 2X when defending against ranged attacks under a specific condition

Canonical characters that possess the Ranged Defence (Personal) Attribute include: Britannia and Rain Killer at Level 1 (+2 bonus); Crystal Pirate and Belle at Level 2 (+4 bonus); and Witchlight at Level 3 (+6 bonus).

REGENERATION

Attribute Cost: 5 Points/Level
Attribute Scope: Self only; Ongoing
Relevant Stat: Body

This Attribute can either Regenerate a character's own Health Points or Energy Points, but not both (though it can be assigned twice to Regenerate both Health Points and Energy Points). Select the focus of the Regeneration when this Attribute is assigned.

Characters with this Attribute automatically heal or energise their own injuries at the rate of 5 Health or Energy Points each Level each round, whether they are awake, asleep, or unconscious. The character's Health Points or Energy Points cannot exceed their original total, though. At higher Regeneration Levels of Health Points specifically, the character's body can also revive itself if "clinically" dead but not actually brain-dead and can repair massive trauma such as lost limbs or organs. Regeneration cannot repair a dead body, however (see the Reincarnation Attribute, page 108, for this ability).

LIMITER

CONDITIONAL

Some characters need exposure to a particular substance or power source in order to regenerate their Health or Energy Points. The speed of this Regeneration depends on the strength of exposure. The substance can be common, such as sunlight or positive emotions, but should not be something that is omnipresent under most practical circumstances (such as breathable air).

The GM should rate the strength of exposure to a particular condition or substance using five degrees of intensity, each of which provides a different rate of regeneration: Extremely Weak (1 Point/Level per round), Weak (2 Points/Level per round), Average (3 Points/Level per round), Strong (4 Points/Level per round), or Extremely Strong (5 Points/Level per round).

Characters should usually be able to find Average magnitude intensity substances easily. For example, if a character regenerates from sunlight, a sunny day would be sufficient. To continue that particular example, a Strong intensity might be the midday sun at the equator or unfiltered sunlight in space, while an Extremely strong intensity might be sunlight very close to a star (or during daytime on a planet near a star, such as Mercury). Similarly, Weak intensities should be common (indoor light through a window), and extremely weak should be very common (such as limited exposure to solar radiation, such as through a forest tree canopy on an overcast day). Characters may also find themselves unable to regenerate when the substance is absent (such as at night or when isolated indoors or underground).

The default assumption is that the substance that triggers the Conditional Regeneration is easy to find (sunlight, noise, heat, emotion, plants, etc.). If the substance is rare, also assign the Environmental Limiter (page 146).

Level 1	Regenerates up to 5 Health Points or Energy Points each round
Level 2	Regenerates up to 10 Health Points or Energy Points each round
Level X	Regenerates up to 5X Health Points or Energy Points each round

Ghost Lion, Jade Naga, Magistrate, Pan, Princess Grimalkin, Slipstream, and Ursus Caesar all possess a straightforward, low-powered Regeneration Attribute at Level 1, healing 5 Health Points/round each.

Iara, the Mother of Waters, presents a very different version of Regeneration. She also has it assigned at Level 1, but several Limiters mean that it functions at an effective Level 5 (up to 25 Health Points/round returned). Her Conditional Limiter refers to her exposure to plants as a condition of her recovery; it typically activates at full strength in the Amazon, but it has reduced efficacy in less-plant-dense environments. Additionally, her Attributes do not function properly when Iara is exposed to rubber or plastics (Haywire Limiter), and her Regeneration produces a distinct low-pitch thrumming noise while active (Detectable Limiter).

REINCARNATION

Attribute Cost: 2 Points/Level
Attribute Scope: Self only; Ongoing
Relevant Stat: Soul

If the character is killed or destroyed, some of their essence may still survive. This may be a spiritual or digital reawakening, or a reanimation of their corpse. A robot whose memory can be copied or uploaded, a creature that leaves an egg in its body upon death, or a cursed undead soul that will reform a few minutes, hours, or days after its apparent death are all examples of this. The Reincarnation may be automatic, or a remnant of the character's self may need to be salvaged to develop a new body similar to the original.

By default, Reincarnation is moderately easy to stop. This may be as simple as burning or dismembering the body, or burying their body on consecrated ground. The GM and player must work together to determine the parameters involved in preventing the rebirth.

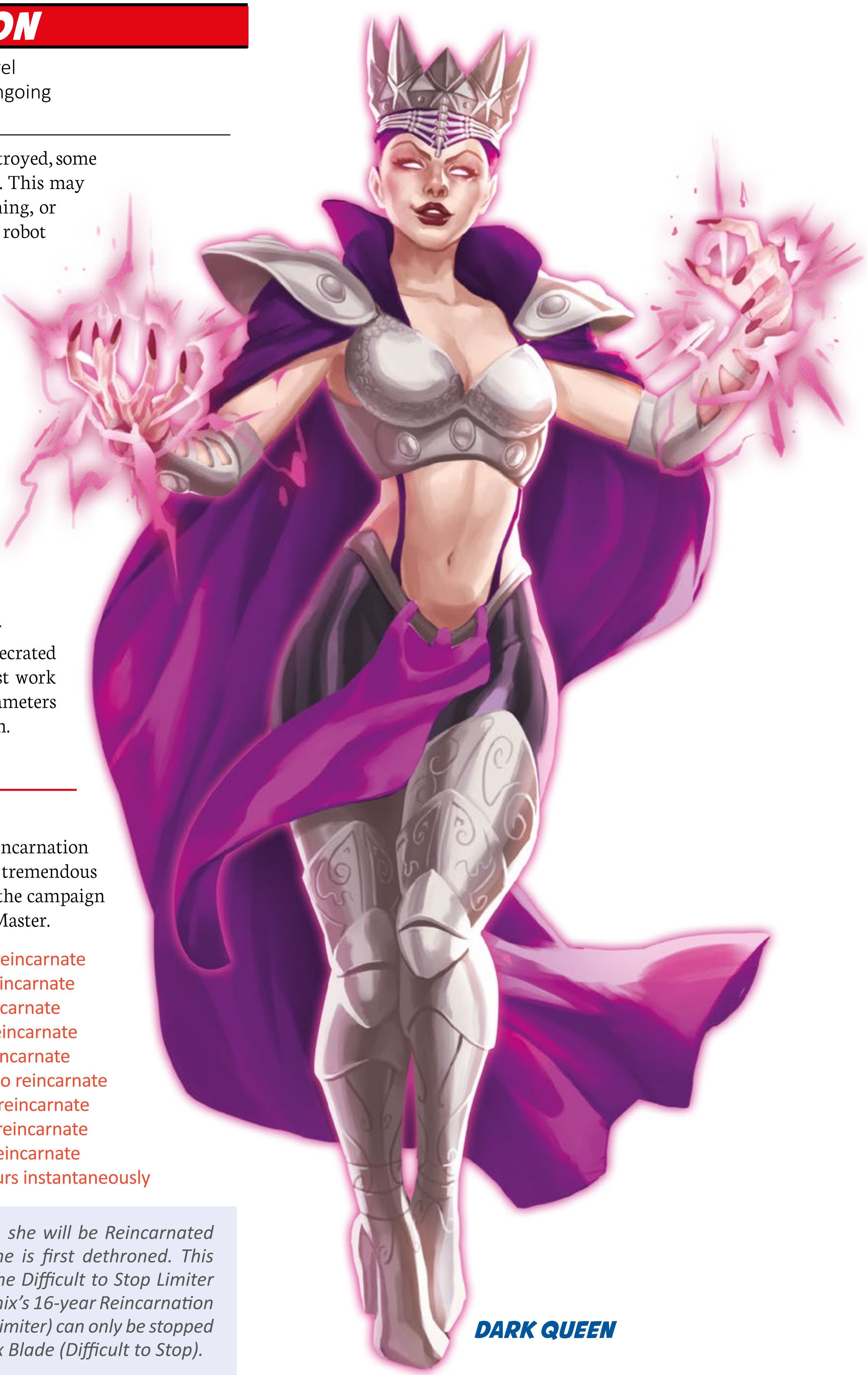
ENHANCEMENT

DIFFICULT TO STOP

With this Enhancement, Reincarnation can only be stopped with tremendous difficulty as best determined by the campaign scope with input from the Game Master.

Level 1	Up to 1 month to reincarnate
Level 2	Up to 1 week to reincarnate
Level 3	Up to 1 day to reincarnate
Level 4	Up to 6 hours to reincarnate
Level 5	Up to 1 hour to reincarnate
Level 6	Up to 10 minutes to reincarnate
Level 7	Up to 1 minute to reincarnate
Level 8	Up to 3 rounds to reincarnate
Level 9	Up to 1 round to reincarnate
Level 10	Reincarnation occurs instantaneously

Should the Dark Queen die, she will be Reincarnated within a month – unless she is first dethroned. This is a Level 2 Attribute with the Difficult to Stop Limiter (effective Level 1). Red Phoenix's 16-year Reincarnation cycle (Level 1 with a Unique Limiter) can only be stopped if she is killed by the Phoenix Blade (Difficult to Stop).


DARK QUEEN

RESILIENT

Attribute Cost: 2 Points/Level
Attribute Scope: Self only; Permanent
Relevant Stat: Body

The character is adapted to survive for short periods in a number of environments equal to their Resilient Attribute Level that are hostile to ordinary humans. Examples include: acidic/basic liquids, airborne toxins (including gasses and microbes), extra-dimensional, high pressure, low pressure, intense cold, intense heat, radiation, lack of air, poisons, pain, and underwater (the ability to seemingly breathe water for short periods), etc. Alternatively, the Resilient Attribute can indicate that the character has partial resistance from conditions that can otherwise afflict normal humans such as ageing (cannot be artificially aged), disease (resists infection), sleep (can operate for long periods without sleep), sustenance (can survive long periods without food or water), sight/hearing effects from intense light/sound, effects from the character's own Attributes, etc. Finally, Resilient can be assigned to vehicles and other non-living Items to represent an enhanced "mechanical endurance" that reduces the need for frequent refuelling or re-energising (similar to how Resilient can reduce the frequency that humans require food and water). When a Stat roll would be appropriate to determine if Resilient protection applies (such as when rolling to see if protection from blinding bright vision attacks is effective against a flash grenade), the character receives a major edge (page 172) on the Body Stat roll.

Resilient does not apply to non-humans whose natural living environment is not the Earth's atmosphere, such as an aquatic species living in the ocean or an alien that breathes their world's methane atmosphere. In these cases, the character would instead assign Resilient (Earth Atmosphere) if adapted to survive for extended periods in normal human environments.

This Attribute also provides the character with a 10 Armour Rating (page 68) against environmental conditions and attacks similar to the adapted environment. For example, Resilient (Heat) provides Armour while in the desert sun and against fiery blasts, while Resilient (Pressure) provides Armour while deep-sea diving and against a metahuman's crushing gravity attack. For complete resistance to specific types of Weapon attacks, see the Immunity Attribute (page 89).

ENHANCEMENT

COMPLETE

This character's resilience is complete and fully adapted to one selected hostile environment or condition. For example, the character could be totally Resilient to all diseases or poisons, not age at all, not require any food or water, about survive in a total vacuum, etc. The Complete Enhancement can be assigned multiple times if fully Resilient to more than one identified environment.

Level 1	Resilient to 1 environment or condition
Level 2	Resilient to 2 environments or conditions
Level X	Resilient to X environments or conditions

Sentinel's impressive Level 14 Resilient Attribute (effective Level 9) has five Complete Enhancements applied to disease, radiation, poisons, low-pressure environments, and his own atomic Weapon Attributes. This means that under nearly all conditions, he does not suffer any adverse effects touching upon these areas. Sentinel is also adapted to ageing (he ages slowly), lack of air (he can hold his breath for extended periods), lack of sleep, and lack of sustenance (he can go days without resting or eating if necessary).

SENSORY BLOCK

Attribute Cost: 1 Point/Level
Attribute Scope: 3-metre radius; 1 minute
Relevant Stat: Mind

A character with Sensory Block is partially hidden from specific senses or detection techniques, hindering such detection within a three-metre area surrounding the character for one minute or dramatic scene. This can represent a magical ability, technological enhancement, or paranormal effect. For each Level of the Sensory Block Attribute, the character can either block one Supersense (page 116), one Sixth Sense (page 110), or one normal or enhanced sense – hearing, sight, smell, taste, or touch – as determined when assigning the Attribute. To fully block (rather than hinder) a specific detection technique, see the Undetectable Attribute (page 125).

Blocking a normal sense means that individuals within the three-metre area cannot see well (sight), cannot hear well (hearing), etc., while blocking a detection technique could mean that radar is scrambled, infrared is blurry, vibration is dampened, danger is considered relatively safe, the presence of magic is muted, etc. Stat and Skill rolls suffer from a major obstacle (page 172) when an individual inside the area (or individual outside the area that is attempting to detect inside the area) is using the identified sense or detection technique.

Level 1	1 sense or technique is partially blocked in the character's vicinity
Level 2	2 senses or techniques are partially blocked in the character's vicinity
Level X	X senses or techniques are partially blocked in the character's vicinity

Talented telepath Alice, Queen of Hearts, can block telepathic detection within a 100-metre radius (three assignments of the Area Enhancement). This reduces her Level 4 Attribute to an effective Level 1. General Winter can summon magical blizzards (which have the Detectable Limiter to hearing, sight, and magic) that can obscure hearing, radar, radio signals, and sight in a 1-km radius (four Area assignments). The blizzard takes one round to summon (Activation Limiter). His Level 7 Sensory Block thus has an effective Level 5.

SIXTH SENSE

Attribute Cost:	1 Point/Level
Attribute Scope:	10-metre radius; Ongoing
Relevant Stat:	Soul

Some characters have the ability to detect things that may be hidden to normal senses or technological sensors, while others have affinities for specific objects or people. Sixth Sense typically represents metahuman psychic or magical ability, but can also reflect trained and acute senses or otherworldly intervention.

The character may sense one particular category of phenomenon per Attribute Level. The player should define the category with the GM's approval. Examples of phenomena to which the character may be sensitive include: astral or ethereal beings, danger, pocket dimensions, electricity, elements, emotions, evil, illusions, innocence, interpersonal dynamics, magic, magnetic fields, paranormal nexus points, particular objects, places of power, psionic powers, radio, radar, radiation, relationships, spirits, telepathy, truth, virtue, LitRPG stats, or the use of specific Attributes or Defects.

As a guideline, the character is automatically alerted when something their Sixth Sense detects is in close proximity (within 10 metres). The GM may require a Soul Stat roll to do this, with a Target Number depending on the strength of the origin of whatever emanations the character can sense. The character receives a minor edge (page 172) if they are touching the source of the phenomena.

A character who specifically concentrates on using their Sixth Sense may gain more precise information with a successful Soul Stat roll. The exact content of this information is up to the GM. If the roll succeeds, the GM may provide the character with a few extra clues about the origin, such as "the magic is coming from those buildings over there" or "you sense the evil presence feels otherworldly ... and hungry". If the roll fails, the character will not gain any additional information unless something happens, such as the phenomena becoming stronger or coming much closer. The GM should always try to use Sixth Sense to plant clues that make a story more exciting but not allow it to circumvent the process of discovery in a mystery plot.

Level 1	1 Sixth Sense
Level 2	2 Sixth Senses
Level X	X Sixth Senses

Britannia's mental abilities alert her to psychic powers and danger within a 100-metre radius (Level 5 Attribute with an effective Level 2 due to three Area Enhancements). Grandmother Raven can detect five types of phenomena – astral, evil, illusion, magic, and relationships – though she must actively focus to activate her Sixth Sense (two Concentration Limiter assignments for a Level 3 Attribute that functions at an effective Level 5). The tragic god, Requiem, can detect radiation and Nimbus energy up to 1 million km away (a massive 10 Area assignments!), which reduces his Level 12 Sixth Sense to an effective Level 2.

SIZE CHANGE

Attribute Cost:	10 Points/Level
Attribute Scope:	Self only; 1 minute
Relevant Stat:	Body

The character can temporarily either increase or decrease their size up to one Size Rank away from their normal size for each Attribute Level. Select increase or decrease when the Attribute is assigned, though the character can always return to their normal size at any time. The character can typically maintain the change for up to one minute or for one dramatic scene. The benefits and drawbacks associated with the new Size Ranks apply (page 47).

ENHANCEMENT

BOTH WAYS

The character can change sizes in both directions, instead of being limited to either growing or shrinking.

MODIFIED SHRINKING

Rather than suffering the normal drawbacks applied to Size Ranks smaller than Medium, some metahumans compress their mass into a smaller form – retaining their lifting capacity, ability to inflict strength-related damage, and resistance to attack damage – and apply a Modified Shrinking Template instead of a normal Size Template. See page 47 for more information.

Level 1	Grow by increasing up to 1 Size Rank, or shrink by decreasing up to 1 Size Rank
Level 2	Grow by increasing up to 2 Size Ranks, or shrink by decreasing up to 2 Size Ranks
Level X	Grow by increasing up to X Size Ranks, or shrink by decreasing up to X Size Ranks

Belleshroud can shrink up to three Size Ranks away from Medium – as small as 10 cm tall (Diminutive size) – though her ability functions erratically when near unstable magic (Haywire Limiter). Since she has the Modified Shrinking Enhancement, Belleshroud retains the strength and power her body has at her normal Medium size, though she still suffers from reduced running speed and thrown weapon distance (both ÷8).

General Winter's growth requires one round to power up (Activation Limiter), which increases his Level 3 Attribute to an effective Level 4. Since he already looms over normal people at nearly 10 feet tall (Large size), he can grow up to a towering 60 metres in height (Gargantuan size) with a mass of 4,000 tonnes. While at his maximum growth height, General Winter receives all the benefits and drawbacks of his Rank 5 Size Template (inclusive of his normal Large-size effects) including: +50 Armour Rating, Level 5 Superstrength, +50 unarmed strength damage, x30 running speed and thrown weapon distance, and -5 penalties to ranged attack and defence rolls.

SKILL GROUP

Attribute Cost: 1, 2, or 3 Points/Level
Attribute Scope: Self only; Permanent
Relevant Stat: Body, Mind, or Soul

Skill Groups represent training or natural talent in a particular broad field. There are several different Skill Groups, and each of them is considered its own Attribute. Assigning multiple Skill Group Attributes at different Levels, therefore, is an ideal method for creating a versatile character. For combat-related capabilities, see the following Attributes instead: Attack Mastery, Defence Mastery, Melee Attack, Melee Defence, Ranged Attack, and Ranged Defence.

In appropriate circumstances, the Level of a character's suitable Skills Group is added to their related Stat when making a Skill roll to determine the success or failure of a task. See Roll Types (page 170) for more information on Skill rolls.

Skill Groups are divided into three categories with differing Character Point costs to reflect their typical utility in most superheroic games: Background Skill Groups cost 1 Point/Level each; Field Skill Groups cost 2 Points/Level each; Action Skill Groups cost 3 Points/Level each. The GM may reallocate some of these Skill Groups to different categories - thus changing their Point cost - to more accurately reflect frequency and value in their specific game setting. For example, in a low-powered adventure setting that focusses heavily on research and investigation, the Academic Skill Group might be better categorised under a Field or Action Skill instead of a Background Skill.

The Skill Group is usually limited to six Levels. To represent a character with a supernatural affinity in a particular area that transcends normal limits, assign the Skill Group at Level 6 along with the Expertise Attribute (page 81) at Level 1 or 2 with a focus on that particular Skill.

Level 1	Developing – The character is gaining proficiency with the Skill Group through regular application
Level 2	Trained – The character has moderate training and practice with the Skill Group
Level 3	Expert – The character has significant training and practice with the Skill Group
Level 4	Veteran – The character has extensive training and practice with the Skill Group
Level 5	Master – The character has exhaustive training and practice with the Skill Group
Level 6	Grand Master – The character has unparalleled ability and knowledge with the Skill Group

OPTION: INDIVIDUAL SKILLS

If your GM and the other players prefer selecting precise character Skills from a comprehensive list of individual Skills rather than Skill Groups, see the optional Skill rules in Chapter 09 (page 194).

BACKGROUND SKILL GROUPS 1 POINT PER LEVEL

ACADEMIC

Skills that are rooted in language, research, communications, and critical thinking.

ARTISTIC

Skills that are tied to formal and informal expression, and related to imagination, creativity, and aesthetics.

DOMESTIC

Skills that are often obtained without formal education and that have applications in daily life.

OCCUPATION (SELECT ONE)

Skills that are tied to the activities of one specific career that are often learned "on the job".

FIELD SKILL GROUPS 2 POINTS PER LEVEL

BUSINESS

Skills that cover a wide variety of administration applications, such as management, sales, policy, and savvy.

SOCIAL

Skills related to community interactions, interpersonal dynamics, and political manoeuvring.

STREET

Skills that reflect familiarity with underworld elements as well as urban culture and survival.

TECHNICAL

Skills related to gadgets and their functions, including aspects of mechanics, electronics, and programming.

ACTION SKILL GROUPS 3 POINTS PER LEVEL

ADVENTURING

Skills that apply to a broad spectrum of exploration in primarily wilderness and rural environments.

DETECTIVE

Skills relating to police sciences, investigations, urban immersion, and subterfuge.

MILITARY

Skills connected to organised troop efforts, formalised hierarchies, espionage, and combat support.

SCIENTIFIC

Skills appropriate to quantitative fields - biological, physical, medical, mathematical, and natural sciences.

Skill Groups are wide-ranging across most characters in the default Sentinel-Earth setting. Some of the more notable, high-Level character rankings include:

» *Academic – Kreuzritter, Requiem (Level 4)*
» *Artistic – The Baron (Level 6)*
» *Business – Mister Matthews, Sentinel (Level 3)*
» *Detective – Caliburn (Level 5)*
» *Military – Ursus Caesar (Level 5)*
» *Occupation: Pan (Acrobatic; Level 5), Witchlight (Mystic; Level 6)*
» *Scientific – Mister Matthews, Zulfiqar (Level 5)*
» *Social – Kreuzritter, Seawolf (Level 5), Janus (Level 6)*
» *Street – Caliburn (Level 5)*
» *Technical – Iron Duke, Rain Killer, Slipstream, Zulfiqar (Level 5), Artificer (Level 6)*

GAMING WITH SKILL GROUPS

Including Skill Groups in Absolute Power is a shift from Silver Age Sentinels, in which detailed, individual Skills were offered instead of broad groups. There are numerous advantages to these collections of related Skills, though several problems may arise as well that require GM and player consideration, including Skill overlap and interpretation.

OVERLAP AND BROAD APPLICATIONS

The open-ended nature of the Skill Groups could encourage justifying that a specific activity falls under the realm of nearly any group. For example, extracting intel from a street thug could be rationalised under:

» Occupation – "I'm a hardened vigilante and deal with such things regularly."
» Business – "I'll make a deal with him, selling him on the virtues of working with us."
» Social – "I'm good at talking with people and will convince him through rhetoric."
» Street – "I'll speak his gang language and ensure he understands the consequences of silence."
» Detective – "After all my years with the ECPD, I'm highly adept at extracting information."

This diverse application of Skill Groups is an intentional feature, though it may cause concern with some players and GMs who desire a more rigid structure.

PRIMARY USAGE

It's equally important not to make one or two Skill Groups essential for survival and enjoyment in a game, which discourages players from creating diverse characters. For example, if the characters with the Detective and Street Skill Groups always have the opportunity to use their talents in the game, while other characters are merely sitting back and observing, there may be too much emphasis placed on those Skill Groups.

SPACEFLIGHT

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Ongoing once activated
Relevant Stat: Body

This Attribute is primarily intended for use in interplanetary or galactic adventure settings. A character, vehicle, or other Item with Spaceflight can fly in the vacuum of space (but not in an atmosphere) between planets, stars, asteroids, solar systems, and – at extremely high Levels – even galaxies (travel between galaxies within a few hours requires Level 13-16). The Flight Attribute (page 84) is required to escape from the atmosphere and gravity of a planet or other large body. Without Flight, the traveller or Item can only achieve Spaceflight speeds if already in space.

Level 1	Primitive near-planetary Spaceflight (up to 10,000 kph). Travel from a planet to its moon takes a few days, while a flight between nearby planets can take up to a year or more. This represents the approximate state of current human achievement for passenger spaceflight.
Level 2	Slow interplanetary Spaceflight (up to 100,000 kph). Travel from a planet to its moon takes a few hours, while a flight between nearby planets can take up to a month. This represents the approximate state of current human achievement for robotic spaceflight.
Level 3	Average interplanetary Spaceflight. Travel between nearby planets in the same solar system takes a few days.
Level 4	Fast interplanetary Spaceflight. Travel between nearby planets in the same solar system takes a few hours.
Level 5	Extrasolar Spaceflight – approaching the speed of light. Travel between planets in the same solar system takes a few minutes, while travel between nearby solar systems takes a few years.
Level 6	Slow faster-than-light Spaceflight – up to 10 times the speed of light. Travel between solar systems takes several weeks.
Level 7	Average faster-than-light Spaceflight – up to 100 times the speed of light. Travel between solar systems takes a couple of weeks.
Level 8	Rapid faster-than-light Spaceflight – up to 1,000 times the speed of light. Travel between solar systems takes a few days.
Level 9	Exceptionally rapid faster-than-light Spaceflight – up to 10,000 times the speed of light. Travel between solar systems takes a few hours.
Level 10	Extremely rapid faster-than-light Spaceflight – up to 100,000 times the speed of light. Travel between solar systems takes a few minutes.

Requiem has Spaceflight at Level 6, though it functions at Level 10 due to two assignments of the Concentration Limiter (he cannot use any other Attribute while flying) and Detectable Limiter (he leaves a distinct trail of Nimbus energy, radiation, and bright light). Requiem can travel between solar systems in mere minutes.

SPECIAL MOVEMENT

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Situational Use
Relevant Stat: Body

The character may select one Special Movement type for every Level of this Attribute. The movement abilities may be the result of genetics, mystical forces, metahuman talents, or intense training. Several examples are given herein, but the GM and players are encouraged to develop additional abilities as well. Many other Attributes provide alternate methods of movement, including Flight, Ground Speed, Jumping, Spaceflight, Superspeed, Teleport, Tunnelling, or Water Speed.

BALANCE

The character never loses their balance, even when running on a narrow rope or beam.

CAT-LIKE

The character will take half damage (round down) from most falls and usually lands on their feet.

FAST

The character's Body Stat is doubled for each assignment of this Attribute when calculating ground movement speeds, including walking, jogging, running, and sprinting (see page 178).

LIGHT-FOOTED

The character can skim over sand, snow, or ice at full speed.

SLITHERING

The character can slither along the ground at normal walking/running speeds. This allows a character to move quickly while maintaining a very low profile.

SPEEDBURST

The character's top sprinting speed (which is normally 4-5 metres/round times their Body Stat) is greatly enhanced over extremely short distances: x3 for one Rank or x5 for two Ranks. This speed boost does not impact a character's jumping distance.

SWINGING

The character can swing through forests and cities (areas with natural or artificial structures above swinging height) using vines, ropes, webbing, or their arms.

JADE NAGA

UNTRACKABLE

The character never leaves footprints or tracks when they walk or run. If you want to eliminate the character's scent as well, use the Features (page 82) or Undetectable (page 125) Attributes.

WALL-BOUNCING

For the duration of a dramatic scene, the character can move at regular walking speed without touching the ground by bounding back and forth between nearby vertical surfaces such as walls or trees. For example, they can proceed down hallways or climb an alleyway between two buildings (bouncing from wall to wall).

WALL-CRAWLING

Counts as two Special Movement abilities. The character can cling to walls or ceilings as though they were on the ground or floor.

WATER-WALKING

Counts as two Special Movement abilities. The character can walk or run over water as if they were on land.

ZEN DIRECTION

When the character opens their mind to the natural world, they will always move in the right direction. The right direction is not always the direction the character wants, but it is the direction the character needs.

Level 1	1 Special Movement ability
Level 2	2 Special Movement abilities
Level X	X Special Movement abilities

Haud commander Jade Naga exhibits multiple Special Movement capabilities (Level 5), including Balance, Cat-Like, Slithering, and Wall-Crawling. When combined with his Superspeed and natural weapons (fangs and claws), Jade Naga is a fearsome opponent.

SUMMON CREATURES

Attribute Cost:	2 Points/Level
Attribute Scope:	1-kilometre radius; one minute
Relevant Stat:	Mind

The character can summon a wide variety of natural animals from the surrounding area (up to 1 km radius) and command them to perform a variety of simple activities such as attack, confuse, hunt, defend, etc. for a duration of approximately one minute or one dramatic scene. Dominion over humans and other sentient species is best handled by the Mind Control Attribute (page 96) instead. The Attribute Level determines the maximum number of animals that can be summoned, and multiple different types of animals can be summoned at the same time. If fewer animals are in the surrounding area, those that are nearby will obey the summons. Additionally, the animals do not appear magically and instantaneously; they must find a way to travel to the summoning character, and consequently, summoning turtles or snails from the surrounding area may not produce adequately rapid results.

ENHANCEMENTS

SUPERNATURAL

The animals are summoned through supernatural means. The character can always summon the maximum number of allowable animals (as determined by the Attribute Level), and the animals arrive at the summoner's side within a single round. When the duration expires, the animals instantly return to their original locations.

DIMENSIONAL

Counts as 2 Enhancements (Attribute effectiveness reduced by 2 Levels). The character is not limited to summoning only natural animals but can also summon the maximum number of a variety of weak creatures from other planets, dimensions, or planes of existence. When the duration expires, the creatures instantly return to their original locations.

LIMITERS

NARROW CATEGORY

The summoning is restricted to a narrow category of animals or creatures, such as mammals, insects, reptiles, amphibians, fish, avians, micro-demons, fae, etc.

SPECIFIC CATEGORY

Counts as 2 Limiters (Attribute effectiveness increased by 2 Levels). The summoning is restricted to a specific category of animals or creatures, such as dogs, cats, rodents, ants, bees, large reptiles, frogs, sharks, birds of prey, imps, pixies, etc.

SINGLE CATEGORY

Counts as 3 Limiters (Attribute effectiveness increased by 3 Levels). The summoning is restricted to a single category of animals or creatures, such as poodles, tigers, rats, fire ants, crocodiles, tree frogs, hammerhead sharks, eagles, blood imps, water pixies, etc.

Level 1	Summon up to 10 creatures
Level 2	Summon up to 30 creatures
Level 3	Summon up to 100 creatures
Level 4	Summon up to 300 creatures
Level 5	Summon up to 1,000 creatures
Level 6	Summon up to 3,000 creatures
Level 7	Summon up to 10,000 creatures
Level 8	Summon up to 30,000 creatures
Level 9	Summon up to 100,000 creatures
Level 10	Summon up to 300,000 creatures

Ursus Caesar, genius grizzly bear and Monarch of the Imperium Eutherion, is a master of mammals. Since his Narrow Category Limiter can only call mammals to his side – bears, wolves, cougars, foxes, raccoons, rabbits, squirrels, badgers, deer, beavers, etc. – his Level 6 Summon Creatures Attribute has an effective Level 7 and can attract up to 10,000 nearby creatures.

SUPERSENSE

Attribute Cost: 1 Point/Level
Attribute Scope: Variable radius; Ongoing
Relevant Stat: Mind

Supersense gives the character one sense (selected when assigning Supersense) that functions beyond the scope of normal human capability and can detect objects at a distance, in the dark, and invisible to normal sight. The detectable objects (or at least the radiation they send out, in the case of some Supersenses) must generally be in direct line of sight, though, and not blocked by a solid barrier or the curve of the planet's horizon (unless the Supersense can detect it anyway). Supersenses can include: echolocation, infrared vision, radar, sonar, magnetic field detection, microscopic vision, ultravision, vibration detection, x-ray vision, and more exotic or magical detection forms. Active Supersenses that send out pulses of energy (such as radar and sonar) should also be assigned the Detectable Limiter (page 146).

Multiple different Supersenses with varying ranges can be represented by assigning this Attribute multiple times.

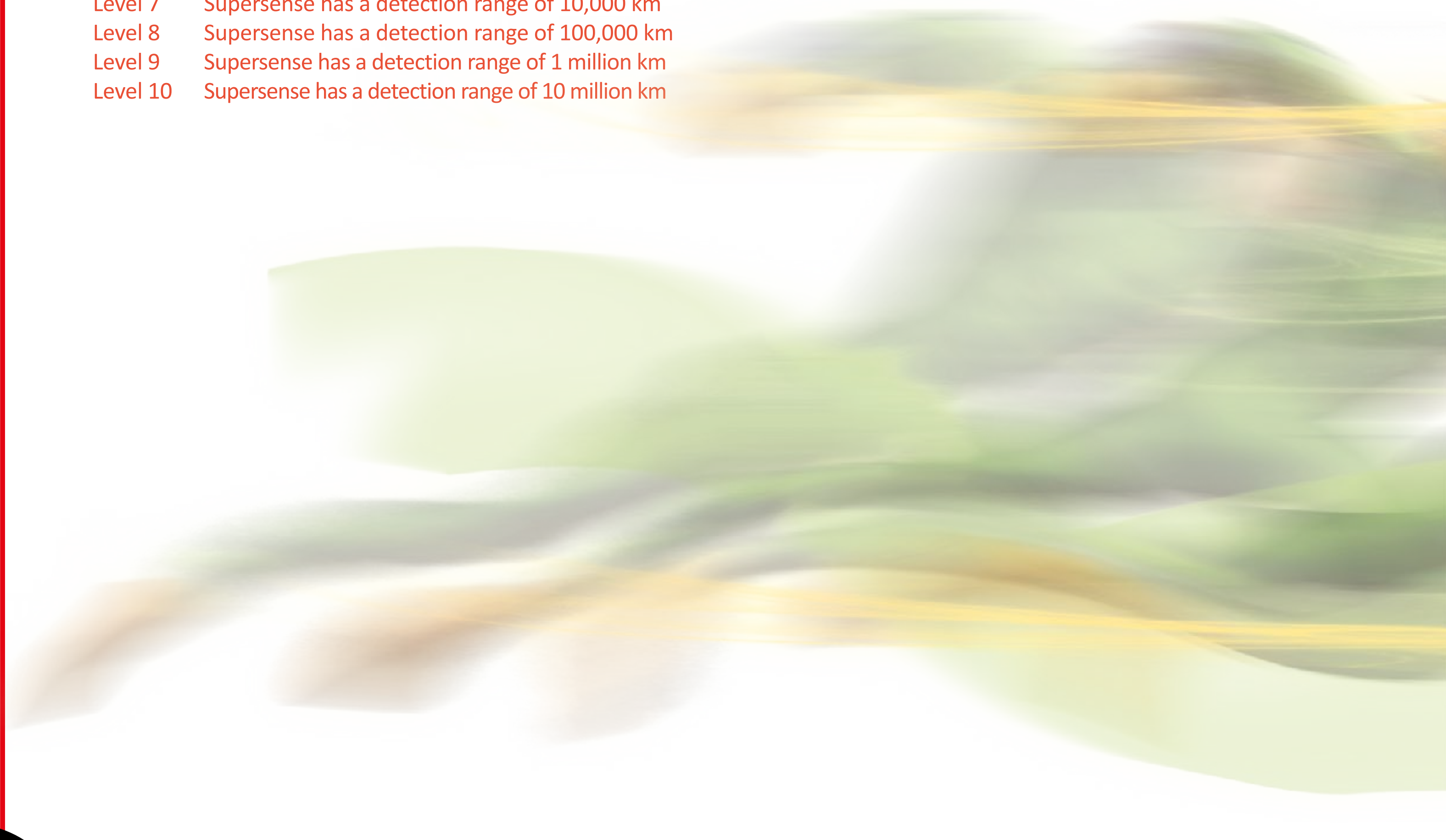
Level 1	Supersense has a detection range of 10 m
Level 2	Supersense has a detection range of 100 m
Level 3	Supersense has a detection range of 1 km
Level 4	Supersense has a detection range of 10 km (maximum horizon range)
Level 5	Supersense has a detection range of 100 km
Level 6	Supersense has a detection range of 1,000 km
Level 7	Supersense has a detection range of 10,000 km
Level 8	Supersense has a detection range of 100,000 km
Level 9	Supersense has a detection range of 1 million km
Level 10	Supersense has a detection range of 10 million km

SUPERSPEED

Attribute Cost: 3 Point/Level
Attribute Scope: Self only; Ongoing once activated
Relevant Stat: Body

A character can normally sprint up to 4-5 metres/round (or 4-5 kph) multiplied by their Body Stat over short distances. A character with Superspeed can move much faster than this, as well as perceive the world at an increased pace. This Attribute is usually superpowered in nature (since it progresses well beyond realistic speed physics) and consequently is typically appropriate for metahuman or magical characters rather than regular vehicle Items. For a more realistic form of movement for Items, see the Ground Speed Attribute (page 86). For reference, the speed of light (over one billion kph) is equivalent to Level 15 Superspeed.

In the superhero genre, a fast-moving character can still interact with the world. This means that the character will not run into buildings along city streets because they can perceive them early enough and make appropriate turns to avoid them. It would certainly be in-genre to have a character with superspeed read books quickly, write at incredible speeds, and perform normal chores and mundane activities at enhanced rates – aspects that are more focussed on the character background narrative than on their adventuring effectiveness.



Superspeed is a modular Attribute that does not provide the character with any other Attribute benefits commonly associated with speedy characters, however. This allows for maximum player flexibility when designing their character concept instead of forced inclusion of numerous abilities that the player may not envision for their creation. Many characters with Superspeed will also possess one or more Levels in several of the following Attributes: Change State (incorporeal to vibrate through solid objects), Combat Technique (Lightning Reflexes), Expertise, Extra Actions, Heightened Awareness, Massive Damage (Superspeed attacks), Mulligan, Regeneration, Special Movement, Weapon (tied to Superspeed through the Dependent Limiter), and possibly Dynamic Powers or Power Flux relating to their rapid movements.

Level 1	Top speed is 100 kph
Level 2	Top speed is 300 kph
Level 3	Top speed is 1,000 kph
Level 4	Top speed is 3,000 kph
Level 5	Top speed is 10,000 kph
Level 6	Top speed is 30,000 kph
Level 7	Top speed is 100,000 kph
Level 8	Top speed is 300,000 kph
Level 9	Top speed is 1 million kph
Level 10	Top speed is 3 million kph

Slipstream is faster than anyone else on Sentinel-Earth. His Parousian metabolism already gave him an edge over humans, and many decades of pushing his speed to the edge of his limits have increased its effectiveness. Where he could once travel several hundred km per hour, his top speed now reaches 100,000 kph (effective Level 7 after his Limiter). If it was only that easy.

For unfathomable reasons relating to temporal physics, Slipstream literally slips out of time when he activates his speed. He consequently only moves at two rates: at regular, human-like speeds and his maximum speed of 100,000 kph. This restriction is reflected by three assignments of the Maximum Limiter.

To counteract this frustrating space-time anomaly, Slipstream developed a special time suit that stabilises the timeslip around his body when moving rapidly. While wearing his suit, he can move at any speed up to his maximum without any temporal repercussions. Slipstream's time suit has Level 3 Superspeed (valued at 9 Points) with three assignments of a Unique Enhancement that reduces the suit's Attribute to an effective Level 0.

SUPERSTRENGTH

Attribute Cost: 8 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: Body

A character can lift approximately 20-30 kg times their Body Stat (and freely manoeuvre about one-half that amount), but some characters are far stronger than their Body Stats indicate. This Attribute can represent the muscular strength of a large or powerful non-human entity, a superpowered ability, the hydraulic systems of robotic muscles, and more. Each Level of Superstrength determines the maximum mass the character can lift and carry for short distances.

A character's Superstrength is independent of their Body Stat. When someone or something has Superstrength, strength moves beyond the Stat scale; the Body Stat now represents fitness, durability, and agility rather than actual muscle. Thus, a player could create someone with a Body Stat of 2, but Levels of Superstrength (clumsy, fragile, and out of shape, but super strong).

UNARMED COMBAT

Each Superstrength Level adds +10 damage to unarmed attacks such as punches, kicks, grappling, or body slams. The +10 damage bonus also applies to the natural weapons of super-strong animals and characters, including claws, bites, hooves, and gores.

MUSCLE WEAPONS

Each Superstrength Level adds +2 to a character's Damage Multiplier when using normal melee and thrown Weapons, as well as when using Weapon attacks with the Muscle Enhancement (page 134). If such a Weapon Attribute is defined as a form of unarmed combat as well, the +10 damage bonus described above does not also apply; the character only receives the +2 Damage Multiplier bonus.

Level 1	Lift 500 kg (such as a horse)
Level 2	Lift 2 tonnes (such as a truck)
Level 3	Lift 10 tonnes (such as a yacht)
Level 4	Lift 50 tonnes (such as an airplane)
Level 5	Lift 250 tonnes (such as a house)
Level 6	Lift 1k tonnes (such as an aircraft carrier)
Level 7	Lift 5k tonnes (such as Tokyo Tower)
Level 8	Lift 25k tonnes (such as the Statue of Liberty)
Level 9	Lift 100k tonnes (such as the CN Tower)
Level 10	Lift 500k tonnes (such as Olympian Tower)

The mechanical powerhouse Iron Duke is the strongest being in the world at Level 10. He is probably capable of lifting the Guard's Olympian Tower headquarters, though the superhero team would never let the White Rook's monstrosity get that close to make an attempt. Iron Duke's lifting capacity is followed by Sentinel at Level 9, Seawolf at Level 8, and Red Phoenix at Level 7. Few other heroes or villains come close to the raw strength of these top four characters.

SWARM

Attribute Cost: 2 Points/Level
Attribute Scope: Self only; Ongoing once activated
Relevant Stat: Mind

A character with this Attribute can transform into a swarm of small creatures, such as rats, bats, wasps, crows, or other creatures or things (such as tiny attack robots). The type of Swarm creature must be determined when assigning the Attribute. The character can create one critter from their body for every current Health Point, multiplied by the Level in this Attribute. For example, a character with 130 current Health Points who has Swarm at Level 4 could transform into a horde of 520 creatures (130 x 4 = 520).

When transformed into a Swarm, the character cannot use any of their existing Attributes. The actions of the Swarm are limited to three options: move, observe, and attack. Additionally, all the critters of the Swarm must remain within close proximity of each other (within a radius of five metres per Attribute Level). A swarm's Attack Combat Value is equal to the Swarm Attribute Level + 4. The attack damage is not calculated in the usual way, however. Instead, it inflicts a flat 1 damage for every 10 critters in the Swarm (round down; minimum 1 damage).

A Swarm can be attacked normally, and each creature in it dies if it is hit (no defence roll is allowed). Unless an opponent is using a Weapon Attribute with the Area or Spreading Enhancements (pages 142 and 135 only a single member of the Swarm can be killed per attack (GM's discretion). Attacks with the Spreading Enhancement can affect multiple critters at a time, while attacks with the Area Enhancement can be devastating to the Swarm.

A character who dissolved into a Swarm may choose to revert to their normal form by using a general action on their Initiative (see page 175). Critters still alive but unable to rejoin into the character with the rest of the Swarm die immediately. The reformed character's Health Points equals the number of critters that recombined, divided by the Swarm Attribute Level (round down). For example, if a character with 130 current Health Points and Swarm Level 4 divided into 520 creatures, and later recombined with only 100 available critters, the character would then have a current total of 25 Health Points (100 ÷ Level 4 = 25).

Level 1	The character turns into a Swarm of creatures equal to their current Health Points
Level 2	The character turns into a Swarm of creatures equal to 2 times their current Health Points
Level X	The character turns into a Swarm of creatures equal to X times their current Health Points

The horrific Bloody Mary can transform her body into a horde of unnatural black and crimson crows. She has the Swarm Attribute at Level 3, which means that she transforms into two crows for every Health Point she has when she transforms. If Bloody Mary is at full vitality (110 Health Points), her body can dissolve into a nightmarish Swarm of 330 crows.

TAUNT

Attribute Cost: 1 Point/Level
Attribute Scope: Targets opposing character; Permanent
Relevant Stat: —

The character's jibes and insults, or even simple presence, causes others to make errors of judgement and falter unexpectedly. Enemies suffer a minor or major obstacle (see page 172) when making certain types of dice rolls that directly oppose the character or their efforts, depending on the Taunt Level. These dice rolls may be opposed rolls with the character (such as opposed Skill rolls or combat rolls) or independent dice rolls (such as resisting or activating Stat rolls).

Level 1	Base Taunt – Opponent suffers a minor obstacle with: one type of Skill roll; attack rolls with one narrow category of weapon (one specific Weapon Attribute, unarmed, swords, bows, handguns, etc.); defence rolls with one narrow guarding category (using a shield, unarmed, driving/piloting a vehicle, while flying, swimming, swords, etc.); a specific identified Attribute; opposed rolls when defending against an Attribute's use
Level 2	Precise Taunt – As Level 1, but opponent suffers a major obstacle instead
Level 3	Moderate Taunt – Opponent suffers a minor obstacle with: rolls related to one Stat (Body, Mind, or Soul); one type of attack roll or defence roll (melee, ranged, vehicle, etc.); a small group of related Attributes; one or more types of rolls under one environmental condition (such as sunlight, cold, water, flying, moonlight, etc.)
Level 4	Upgraded Taunt – As Level 3, but opponent suffers a major obstacle instead
Rank 5	Significant Taunt – Opponent suffers a minor obstacle with: all Skill rolls; all types of attack rolls; all types of defence rolls; Dynamic Powers or Power Flux
Level 6	Dramatic Taunt – As Level 5, but opponent suffers a major obstacle instead
Level 7	Exceptional Taunt – Opponent suffers a minor obstacle with: all Stat rolls; all combat rolls
Level 8	Extreme Taunt – As Level 7, but opponent suffers a major obstacle instead
Level 9	Excessive Taunt – Opponent suffers a minor obstacle with all dice rolls
Level 10	Legendary Taunt – As Level 9, but opponent suffers a major obstacle instead

Janus is an unparalleled master at endlessly provoking his opponents (and sometimes even allies!) using his Level 9 Taunt Attribute. The dice rolls that every character makes when directly opposing Janus suffer minor obstacles, including attack rolls targetting Janus, defence rolls attempting to avoid Janus's actions, Stat and Skill rolls that are in conflict with Janus's actions, and Attribute-activating Stat rolls against him.

JANUS

TELEKINESIS

Attribute Cost: 4 Points/Level
Attribute Scope: External objects; Ongoing once activated
Relevant Stat: Mind

The character can concentrate on a physical object (but not forms of energy) within 10 metres and move it without physically touching it. Telekinesis may represent psychic ability, magic, or technological beam. Characters with only the ability to control the movement of a particular element or aspect may also use Telekinesis to represent this ability by assigning a Limiter.

A character using Telekinesis can lift themselves, another person, an object, or a group of adjacent objects or people and move them at a brisk walking speed (5 metres/round or 5 kph) and manipulate it with the dexterity of a human hand. If a character wishes to fly at speeds exceeding 5 kph, they need the Flight Attribute (page 84) rather than Telekinesis. A character can use Telekinesis as a weapon by lifting someone up into the air and dropping them or by moving a heavy object over their foe and releasing it. The normal rules for non-combat damage (page 183) are used based on the severity of the impact incident.

Telekinesis can also be used more directly to hurl objects and inflict damage. The amount of mass that can be lifted and violently hurled is much less in this instance, equal to the normal mass ÷ 100 (for example, 1 kg at Level 3, 10 kg at Level 4, etc.). Otherwise, the ordinary rules for combat are used, as if the telekinetic was striking or wielding objects with an invisible pair of hands (or multiple hands, if they have the Extra Actions Attribute, page 82). If striking with a weapon (including thrown weapons), use the normal combat rules (page 180) for attacking and determining damage. If striking with bare telekinetic force, use the normal guidelines for unarmed damage (page 183).

LIMITERS

FOCUSSED

This Limiter restricts the character to telekinetically moving or sculpting one specific type of matter – such as air, earth, water, fire, metal, wood, etc. – that is selected during Attribute assignment. Context is provided herein for each of these examples.

AIR

The character can only move air (or other gases). A cubic metre of air masses about 1.3 kg. Enough air to fill a 3 metre by 3 metre by 3 metre (roughly 1,000 cubic feet) room masses 35 kg.

EARTH

The character can only move dirt, rock, stone, sand, etc. and cannot affect treated metals such as iron or lead. A cubic metre of packed dirt masses 2 tonnes; the same volume of concrete masses 2.5 tonnes, while a cubic metre of solid granite masses 2.8 tonnes.

WATER

The character can lift and move water. A cubic metre of water (1,000 litres) masses one tonne, while a gallon of water (about 4 litres) masses 4 kilograms.

FIRE

The character can only affect flames of an existing fire or can possibly start small ones (and manipulate them into larger ones, as appropriate) with their mind as well. Since fire does not have mass, the Level indicates the size of the flames that can be controlled and manipulated: small fires at Level 1 (like a candle or match flame), up to a large conflagration that could encompass an apartment building at Level 6, to a city-wide inferno at Level 10.

METAL

The character's Telekinesis only works on metal. This may be a mystical limitation, or it may be the character's Attribute is actually magnetic (or pseudo-magnetic if it works on most metals). A cubic metre of steel masses 8 tonnes.

WOOD

The character's Attribute only works on wood (living or dead). This ability usually has mystical origins and is common to beings with ties to nature. A cubic metre of wood masses just under a tonne.

Level 1	Telekinesis can move up to 1 kg (such as a thick book); extremely light objects (up to 10 grams) may be hurled up to 1 m but inflicts no damage
Level 2	Telekinesis can move up to 10 kg (such as a small dog); light objects (up to 100 grams) may be hurled up to 3 m; the object is considered a Level 0 Weapon with the Stun Enhancement
Level 3	Telekinesis can move up to 100 kg (such as an average human); minor objects (up to 1 kg) may be hurled up to 10 m (Level 1 Weapon
Level 4	Telekinesis can move up to 1 tonne (such as a ballistic missile); moderate objects (up to 10 kg) may be hurled up to 30 m (Level 2 Weapon)
Level 5	Telekinesis can move up to 10 tonnes (such as a large tree); significant objects (up to 100 kg) may be hurled up to 100 m (Level 3 Weapon)
Level 6	Telekinesis can move up to 100 tonnes (such as an airliner); major objects (up to 1 tonne) may be hurled up to 300 m (Level 4 Weapon)
Level 7	Telekinesis can move up to 1,000 tonnes (such as an aircraft carrier); massive objects (up to 10 tonnes) may be hurled up to 1 km (Level 5 Weapon)
Level 8	Telekinesis can move up to 10,000 tonnes (such as the Eiffel Tower); exceptional objects (up to 100 tonnes) may be hurled up to 3 km (Level 6 Weapon)
Level 9	Telekinesis can move up to 100,000 tonnes (such as the CN Tower); extreme objects (up to 1,000 tonnes) may be hurled up to 10 km (Level 7 Weapon)
Level 10	Telekinesis can move up to 1 million tonnes (such as an offshore gas drilling platform); monstrous objects (up to 10,000 tonnes) may be hurled up to 30 km (Level 8 Weapon)

Old-school supervillain, Crystal Pirate, is a highly capable telekinetic. He has the Telekinesis Attribute at Level 6, but it functions at an effective Level 9 (up to 100k tonnes) as a result of his Limiters. His Attribute emits a piercing crystal-frequency ringing and causes him to glow with a bright red light that pulses a metahuman energy signature (Detectable x2). Additionally, he can only move and manipulate crystals and gems (Focussed: Crystals).

TELEPATHY

Attribute Cost: 3 Points/Level
Attribute Scope: 1 target or crowds; Ongoing once activated
Relevant Stat: Mind

When concentrating and touching a target, the character can read another person's mind and can transmit their thoughts to the target. At higher Levels, the character can invade a target's mind to probe and even alter memories. Telepathy is a classic psionic ability, though versions of this Attribute may also represent other magical and superhuman capabilities.

Even with the Area Enhancement assigned (page 142), Telepathy normally works only if the subject is in sight or can be otherwise perceived (touched, heard, use of a special detection technique, etc.). If the subject is beyond normal perceptions, mental invasion is usually not possible. The subject cannot detect a telepath reading thoughts or sensory impressions unless they have the Telepathy or Mind Shield (page 97) Attributes.

Telepathy requires a general or attack action to use. If used on an unwilling target, it requires a successful touch attack. If the attack succeeds, the character further requires a successful opposed roll using the target's Mind Stat against the character's Mind Stat roll + Telepathy Attribute Level. If the target has the Mind Shield Attribute, they gain a bonus of +2/Level to their roll. If the activating telepath wins the contest, the link takes hold and they can perform activities against the target as described in the Level progression section; otherwise, the telepathy attempt fails. Breaking the telepathic link before its duration ends requires the target to spend a general action and wins a similar opposed roll as outline above.

LIMITERS

BROAD CATEGORY

The character's Telepathy is restricted to a broad category of targets, such as humans and similar sapient beings, non-sentient animals, or machine intelligences.

NARROW CATEGORY

Counts as 2 Limiters (Attribute effectiveness increased by 2 Levels). The character's Telepathy is restricted to a narrow category of targets, such as superpowered targets, a specific alien species, males , or targets with Mind Stats below 4 (human average).

SPECIFIC CATEGORY

Counts as 3 Limiters (Attribute effectiveness increased by 3 Levels). The character's Telepathy is restricted to a specific category of targets, such as dogs, lizards, people obsessed with beauty, or any being on Sundays.

SINGLE CATEGORY

Counts as 4 Limiters (Attribute effectiveness increased by 4 Levels). The character's Telepathy is restricted to a single targetted group, such as family members, mutants with a specific gene, members of a particular organisation, or poodles.

Level 1	The character can, by concentrating, use mind reading to pick up the loud surface thoughts (i.e. strong emotions or intense thinking) of one target. The character can also transmit a single feeling (fear, love, apathy, etc.) to the target.
Level 2	The character can, by concentrating, use mind reading to pick up the ordinary surface thoughts of one target. The character can only read what a person is thinking about at that time. The character can also transmit a word, simple image, or simple concept (like a flower or a person's face) to a non-telepath target. Two telepaths can mentally communicate at conversational speeds.
Level 3	The character can, by concentrating, pick up a single target's sensory impressions as well (such as seeing through the target's eyes, feeling what the target feels, etc.). The character can choose to edit out some senses if desired. Additionally, the character can concentrate and read loud surface thoughts from a small group of people (up to 10). The character can also transmit speech to a single non-telepath target at normal conversational speeds or send a single powerful image or simple thought to up to 10 people.
Level 4	In addition to the Level 3 capabilities, the character can invade a target's mind. This counts as an attack. If the target is willing or loses the opposed mental invasion roll, the telepath can probe the target's memory for information. Additionally, the character can instinctively read loud surface thoughts from anyone they touch (unless deliberately blocking) without needing to concentrate. The character can also transmit thoughts at conversational speeds to several nearby people (up to 10) simultaneously.
Level 5	In addition to the Level 4 capabilities, a successful mental invasion allows the character to probe memories that the target no longer consciously remembers. Additionally, the character can read the loud surface thoughts of anyone in the general vicinity without concentrating (unless deliberately blocking). The character can also transmit thoughts at conversational speeds to many nearby people (up to 30) simultaneously.

Level 6	In addition to the Level 5 capabilities, a successful mental invasion allows the character to alter memories by deleting existing memories and giving the target false ones. Additionally, the character automatically reads the surface thoughts of everyone in the vicinity and automatically shares the sensory experiences of anyone they are touching without needing to concentrate (unless deliberately blocking). The character can also transmit thoughts at conversational speeds to dozens of nearby people (up to 100) simultaneously.
Level 6	As Level 5, plus the character automatically reads the current emotions of everyone in the vicinity (unless deliberately blocking). The character can also transmit thoughts at conversational speeds to scores of nearby people (up to 300) simultaneously.
Level 7	As Level 6, plus the character automatically reads and organises the recently past emotions (within the previous few hours) of everyone in the vicinity (unless deliberately blocking). The character can also transmit thoughts at conversational speeds to hundreds of nearby people (up to 1,000) simultaneously.
Level 8	As Level 7, plus the character automatically reads and organises the moderately past emotions (within the previous day) of everyone in the vicinity (unless deliberately blocking). The character can also transmit thoughts at conversational speeds to thousands of nearby people (up to 3,000) simultaneously.
Level 9	As Level 8, plus the character automatically reads and organises the significantly past emotions (within the previous week) of everyone in the vicinity (unless deliberately blocking). The character can also transmit thoughts at conversational speeds to many thousands of nearby people (up to 10,000) simultaneously.
Level 10	As Level 9, plus the character automatically reads and organises the distant past emotions (within the previous month) of everyone in the vicinity (unless deliberately blocking). The character can also transmit thoughts at conversational speeds to tens of thousands of nearby people (up to 30,000) simultaneously.

After a Matthews GenTech lab accident, Montgomery (now called Ursus Caesar) gained Telepathy at Level 7. He frequently uses these mental abilities to transmit simple concepts to his many mammalian companions.

With Level 10 Telepathy, Britannia is famously known as one of the most dominant telepaths on the planet. She can target one or two people at once (Targets Enhancement). Unlike Ursus Caesar, though, she can only establish links with humans and other similar intelligent beings and not animals (Broad Category: Organic Sentients Limiter).

TELEPORT

Attribute Cost: 3 Points/Level
Attribute Scope: Self plus gear; Instantaneous
Relevant Stat: Mind

Teleport enables the character to transport themselves instantly from between two distant locations without physically crossing the intervening space. It is a common ability for psionic adepts, sorcerers, and superhumans. Assigned to a vehicle, it can perhaps represent a high-tech space folding drive or a magical location-transposing engine.

A character can carry anything reasonable while teleporting that they could normally carry or wear (such as clothing, handheld weapons and equipment, or a small pet or ally). Teleporting is only possible if the character has visited the intended destination or can see or otherwise sense the destination (possibly through the Heightened Senses, Supersense, or Sixth Sense Attributes).

ENHANCEMENT

BLIND

The character can also translocate to unknown (and slightly less specific) destinations, such as “about 100 metres up” or “to the other side of the door”. Normally, the character wouldn’t Teleport into any situation that could result in immediate death, though – such as rematerialising inside a wall. In these situations, the teleportation attempt simply fails.

Level 1	10 m maximum teleportation distance
Level 2	100 m maximum teleportation distance
Level 3	1 km maximum teleportation distance
Level 4	10 km maximum teleportation distance
Level 5	100 km maximum teleportation distance
Level 6	1,000 km maximum teleportation distance
Level 7	10,000 km maximum teleportation distance (planetary range)
Level 8	100,000 km maximum teleportation distance (orbital range)
Level 9	1 million km maximum teleportation distance (lunar range)
Level 10	10 million km maximum teleportation distance (close planetary range)

Ghost Lion has a modest Level 1 Teleport that only allows him to translocate up to 10 metres away. He primarily uses this ability during infiltration missions and when exiting the scene after an assassination.

Zulfiqar’s transport beacon Item has a Level 1 Teleport Attribute that functions at an effective Level 7 (up to 10,000 km) due to its Limiters. The Teleport effect can only be used once a day (three assignments of the Charges Limiter) and can only send Zulfiqar to a home base location that she pre-programmed into the device before use (three assignments of a Unique Limiter).

TOUGH

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

Possessing this Attribute increases the Health Points of the character, allowing them to withstand more damage from injuries. The Tough Attribute, along with the Body Stat, also reflects a character's resistance to sickness, disease, and other physical ailments. See page 59 for more information on Health Points. Note that characters with high Body or Soul Stats may be very healthy even without this Attribute, since Health Points are derived from these Stats. Tough can also be assigned to any character or Item that is unusually large or dense.

Level 1	Health Points increase by 10
Level 2	Health Points increase by 20
Level X	Health Points increase by 10X

TRANSFER

Attribute Cost: 3 Points/Level
Attribute Scope: 1 target; Touch; 1 minute
Relevant Stat: Soul

The character can loan their abilities to willing touched targets for a duration of one minute or dramatic scene (character retains their own usage of their powers as well). When an Attribute is Transferred, the receiving target is in control of their own usage of that ability. Should the character later grant the target a different ability, the target ceases benefiting from the one previously transferred.

The Transfer Attribute Level determines the maximum other Attribute Level that can be granted, provided the transferring character has at least that Level to transfer. For example, a character with Level 4 Transfer can allow a target to use one of their Attributes at Levels 1-4 but cannot grant a Level 4 ability if the character only possesses it at Level 2 themselves. The GM may decide that Stats can also be given to a target when Transfer reaches Level 5 or higher. To grant Attributes to multiple targets simultaneously, assign the Targets Enhancement (page 144).

ENHANCEMENT

ALL ATTRIBUTES

Counts as 2 Enhancements (Attribute effectiveness reduced by 2 Levels). The character can transfer any and all of their selected Attributes of the appropriate Level simultaneously.

LIMITER

SPECIFIC ATTRIBUTE

Counts as 2 Limiters (Attribute effectiveness increased by 2 Levels). The character can only transfer one of their Attributes, the identity of which must be specified when assigning Transfer.

Level 1	Transfer Attributes at a maximum effectiveness of Level 1
Level 2	Transfer Attributes at a maximum effectiveness of Level 2
Level X	Transfer Attributes at a maximum effectiveness of Level X

As a literal force of nature, Iara can grant any of her touched allies a single Level of her Attributes for up to one minute with her Level 1 Transfer. She most often grants use of one Level of her Dynamic Powers Attribute, which offers a diverse range of superpowered abilities relating to nature magic.

IARA

TRANSMUTE

Attribute Cost: 3 Points/Level
Attribute Scope: External object; Touch; 1 minute
Relevant Stat: Mind or Soul

This Attribute allows a character to use an action to transmute one touched Medium-sized (or smaller) non-living solid or liquid object – or set of connected objects – into another object of similar size and mass for one minute or dramatic scene. This might be due to metahuman power, advanced nanotechnology, magic, etc. The character can transmute an object that is worth up to 5 Character Points for each Level of the Transmute Attribute, and the object's new form is also limited to 5 Character Points/Level. Consequently, a Medium-sized mundane object of appropriate mass can be transformed at only Level 1, while transforming powerful Items or advanced technology may require much higher Levels.

When attempting to transmute an Item in the possession of an unwilling opponent, the character must make a Difficult (Target Number 15) Mind or Soul Stat roll (whichever is more relevant to the specific situation). Depending on the Character Point value of the Item, the GM may impose a minor or major obstacle (page 172) on this Stat roll, as desired.

The character cannot transmute material into new objects outside the character's experience. The character could transmute a weapon into a book, painting, or videotape, but the content must be something with which they were already familiar (but exact memorisation of every word is unnecessary; the subconscious mind fills in the blanks). Likewise, a character who had no familiarity with computers could not change a television into one using Transmute. The GM may choose to require a Mind Stat roll (or relevant Skill roll) if the character attempts a particularly complex transmutation, setting whatever difficulty seems appropriate – typically an Average or Difficult Mind Stat or Mind-based Skill roll (Target Number 12 or 15). Failure may indicate the new object does not function properly. A failed result is especially applicable when creating complex technological devices.

ENHANCEMENTS

RESIZE

The transmutation can change the size of the object up or down by 1 Rank (with corresponding mass change; see page 48) for each Level of the Transmute Attribute. For example, a character with Transmute at Level 4 can change a pistol (Diminutive; Size Rank -3) into a giant two-handed sword (Large; Size Rank 1).

GASEOUS

Counts as 2 Enhancements (Attribute effectiveness reduced by 2 Levels). The character can Transmute gases into solid objects (and vice versa), quite literally creating objects "out of thin air" – even if the Attribute also has the Broad Category or Material Category Limiter. The maximum Size Rank (page 49) of objects created out of large quantities of air or other gas is equal to the Transmute Level.

LIMITERS

BROAD CATEGORY

The character can only transmute to and from a broad class of objects such as metal, weapons, clothing, food, etc. The GM may restrict any categories that seem overly broad or too powerful.

MATERIAL CATEGORY

Counts as 2 Limiters (Attribute effectiveness increased by 2 Levels). The character can only change objects within a specific material composition, such as transmuting items made from iron, steel, cloth, carbon, wood, stone, gems, ice, gases, liquids, etc.

Level 1	Transmute objects worth up to 5 Points
Level 2	Transmute objects worth up to 10 Points
Level X	Transmute objects worth up to 5X Points

General Winter's mighty Level 11 Transmute Attribute (effective Level 6) can transfigure objects created with up to 30 Character Points for a maximum of one day (three Duration assignments). The Attribute also has the Gaseous Enhancement and Material Category (ice/snow) Limiter, plus a Unique Limiter that only allows air/gases to be transformed into wintry objects up to Size Rank 6 (Colossal – 125 metres and 30k tonnes).

TUNNELLING

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Ongoing once activated
Relevant Stat: Body

The Tunnelling Attribute allows a character to move through earth and burrow underground. Tunnelling assumes that the character is going through sand or packed earth. Burrowing through extremely dense or rocky ground is one Level slower and boring through solid rock is two Levels slower. The tunnel the character leaves behind will either be permanent or will collapse immediately (specified during the creation of each tunnel).

Level 1	Tunnel up to 10 metres/hour
Level 2	Tunnel up to 30 metres/hour
Level 3	Tunnel up to 100 metres/hour
Level 4	Tunnel up to 300 metres/hour
Level 5	Tunnel up to 1 kph
Level 6	Tunnel up to 3 kph
Level 7	Tunnel up to 10 kph
Level 8	Tunnel up to 30 kph
Level 9	Tunnel up to 100 kph
Level 10	Tunnel up to 300 kph

Iara's Level 4 Tunnelling (with an effective Level 7 due to the Rank 2 Concentration and Detectable: Vibration Limiters) allows her to move through packed earth at a rapid 10 kph, through dense ground at 3 kph (-1 Level), and through solid rock at 1 kph (-2 Levels).

UNAFFECTED

Attribute Cost:	2 Points/Level
Attribute Scope:	Self only; Permanent
Relevant Stat:	Body

Unaffected represents the ability to ward off an enemy's use of an offensive Attribute when the character is targetted for assault. A mystic's counterspell or protective amulet, or a metahuman's genetic protection, could be represented by Unaffected. This ability only works on Attributes that derive their powers from one particular source (such as magic or technology or metahuman ability; see page 188) and that are ongoing or instantaneous (i.e. not permanent). This Attribute can be assigned multiple times to affect more than one source.

The character can block the offensive use of one specific named Attribute that must be identified when assigning Unaffected. In the case of the Weapon Attribute (page 128), only Weapons with a specific identified Enhancement are blocked (such as Weapons with the Drain, Psychic, or Stun Enhancements).

When an opponent targets the character with an Attribute considered Unaffected, the attacker must succeed with an opposed Body or Soul Stat roll (whichever is higher) with a penalty to their roll equal to twice the target character's Unaffected Attribute Level. If the roll fails, the Attribute does not affect the character.

ENHANCEMENT

ALL WEAPONS

The character is Unaffected by all source-related Weapon Attributes, regardless of the assigned Enhancements.

SEVERAL ATTRIBUTES

The character is Unaffected by 2-5 specified source-related Attributes instead of just one.

MANY ATTRIBUTES

Counts as 2 Enhancements (Attribute effectiveness reduced by 2 Levels). The character is Unaffected by 6-10 specified source-related Attributes instead of just one.

ALL ATTRIBUTES

Counts as 3 Enhancements (Attribute effectiveness reduced by 3 Levels). The character is Unaffected by all source-related Attributes instead of just one.

Level 1	Attacker's opposed Stat roll suffers a -2 penalty
Level 2	Attacker's opposed Stat roll suffers a -4 penalty
Level X	Attacker's opposed Stat roll suffers a -2X penalty

Britannia is a world-class psionicist that is largely Unaffected by the following Attributes if they are powered by psychic sources: Illusion, Metamorphosis, Mind Control, Nullify, and Sensory Block. Her Level 4 Unaffected Attribute (effective Level 3 due to the Several Attributes Enhancement) penalises an aggressor's Stat roll by -6 if they use those psychic Attributes.

UNDETECTABLE

Attribute Cost:	2 Points/Level
Attribute Scope:	Self only; Ongoing once activated
Relevant Stat:	Body

This Attribute will completely hide the character from one or more senses or detection methods. The character may possess a metahuman concealment ability or a technological cloaking device, or may have a psychic or magical talent that causes observers to overlook them. To obscure an area instead, see the Sensory Block Attribute (page 109).

For each Undetectable Level, the player selects one sense or technique to which the character is "invisible" when desired. Senses include the human range for sight, hearing, taste, touch, or smell. Detection techniques include: astral, ethereal, infrared, magic, mental, radar, radiation, sonar, spiritual, ultraviolet, vibration, etc. Invisibility to sight or hearing requires two Attribute slots each rather than only one, since they are usually more valuable in superhero game adventures (GM's discretion).

While the character may not be detected using specific methods, indirect evidence can still reveal the character's presence. For example, a character who is Undetectable to sight will still leave footprints in muddy ground. Similarly, a vase knocked from a table by a character who is Undetectable to sound will still make noise as it smashes on the floor.

In normal combat situations involving human or nearly human opponents, a character who is Undetectable to sight has a great advantage. Only after the invisible character gives away their general position (for example, by firing a gun, attacking with a sword, using a superpower, or shouting) can they be attacked. Attacking opponents in melee range suffers a minor obstacle (page 172) on the attack roll, and opponents at a greater distance suffer a major obstacle. Heightened Awareness (page 87) and Heightened Senses (page 87) Attributes may situationally eliminate minor obstacles and reduce a major obstacle to a minor as appropriate. Defending against a foe who is Undetectable to sight is also more difficult, with a minor obstacle usually applied on the defence roll.

LIMITER

NONADJACENT

The character is only Undetectable at distances exceeding a few metres. At close range, the character can be perceived as normal or perhaps with a minor or major obstacle (page 172) to the Stat rolls of those nearby.

Level 1	Undetectable to 1 sense or technique
Level 2	Undetectable to 2 senses or techniques
Level X	Undetectable to X senses or techniques

Alice, Queen of Hearts uses her extensive telepathic capabilities (Dependent: Telepathy Limiter) to become Undetectable to hearing, sight, and metal probing – providing those individuals nearby do not have a higher Level of Telepathy than Alice (Ignore Limiter).

UNIQUE ATTRIBUTE

Attribute Cost: 1-10 Points/Level
Attribute Scope: Variable
Relevant Stat: Variable

This Attribute covers any and all powers and special abilities not detailed in the rules. Often one single Character Point in a Unique Attribute is sufficient to give the character "flavour", but more Points can be allocated to enhance the effects on gameplay and must be added if the Attribute would be of considerable benefit. Discuss the Attribute with the GM to determine what specific game effects the Unique Attribute possesses.

The GM should assign a Point cost per Level based on how the Attribute compares to other Attributes and how useful it is. An Attribute that is somewhat useful in the game should cost 1 Point/Level; one that is very useful should cost 2-3 Points/Level; one that is extremely useful should cost 4-5 Points/Level; one that is exceptionally powerful and useful should cost 6-10 Points/Level.

Note that many Unique Attributes can be adequately described as a Feature (page 82) or a new Combat Technique (page 71), or by adding Enhancements and Limiters to existing Attributes (see page 141) to customise them.

Level 1	Basic aptitude with Unique Attribute
Level 2	Minor aptitude with Unique Attribute
Level 3	Moderate aptitude with Unique Attribute
Level 4	Significant aptitude with Unique Attribute
Level 5	Major aptitude with Unique Attribute
Level 6	Dramatic aptitude with Unique Attribute
Level 7	Exceptional aptitude with Unique Attribute
Level 8	Extreme aptitude with Unique Attribute
Level 9	Excessive aptitude with Unique Attribute
Level 10	Legendary aptitude with Unique Attribute

Red Phoenix and Ursus Caesar both have Omniglot as a Unique Attribute (Level 1; 4 Points) that allows them to comprehend all major human languages.

Rain Killer's Unique Attribute (Level 1; 4 Points) allows her to engineer and construct tech and mechanical gadgets with incredible speeds.

The Star of Aparat artefact (page 251) has two Unique Attributes. The first is an Omniglot ability similar to Red Phoenix's, but it applies to all languages and not just major human languages (Level 1; 5 Points). The second indicates that the Star is aware of all recorded and publicly available human knowledge that has ever existed (Level 10; 10 Points) – a Legendary ability.

Size Templates (page 47) apply one of two Unique Attributes to characters who are not Medium-sized: either "small, light, and unobtrusive" for smaller characters (2 Points/Level) or "x2 thrown weapon distance" for larger characters (1 Point/Level).

UNKNOWN POWER

Attribute Cost: Variable
Attribute Scope: Variable
Relevant Stat: Special

In some Absolute Power games, the characters may be unaware of their paranormal or metahuman Attributes until they manifest at crucial moments. To represent this, the player can allocate some Character Points to the Unknown Power Attribute when creating their character. The player does not purchase a Level in this Attribute as normal, but rather simply allocates a selected amount of Character Points to the Unknown Power. The GM takes those allocated Points, adds a bonus of 50% (rounding up), and then uses them to assign other Attributes to the character.

The GM does not tell the player which Attributes have been assigned; they are revealed to the player (and character) as the game unfolds and the Attributes manifest. GMs are encouraged to reveal the character's Attributes slowly and when it is appropriate for the adventure narrative. The GM should never feel pressured to tell the player what their character's unknown Attributes are before the time is right.

WATER SPEED

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Ongoing once activated
Relevant Stat: Body

Most characters and animals can swim for short distances at speeds equal to 0.5 kph times their Body Stat. A character with Water Speed, though, can float and travel on and/or under water at much faster speeds for longer periods. Aquatic creatures, amphibious aliens, and other non-humans frequently possess this Attribute. The character can swim on the surface at high speeds and dive underwater for brief periods by holding their breath, or for longer periods if they have Features: Gills (page 82) or the Resilient: Underwater (page 109) Attributes. To survive the pressure associated with deep diving, the Resilient (Extreme Pressure) Attribute must also be assigned.

Level 1	Swim on or under water up to 10 kph
Level 2	Swim on or under water up to 30 kph
Level 3	Swim on or under water up to 100 kph
Level 4	Swim on or under water up to 300 kph
Level 5	Swim on or under water up to 1,000 kph
Level 6	Swim on or under water up to 3,000 kph
Level 7	Swim on or under water up to 10,000 kph
Level 8	Swim on or under water up to 30,000 kph
Level 9	Swim on or under water up to 100,000 kph
Level 10	Swim on or under water up to 300,000 kph

Both Iara and Seawolf can swim rapidly underwater or on its surface with the Water Speed Attribute: Iara at Level 4 (300 kph) and Seawolf at Level 6 (3,000 kph).

WEALTH

Attribute Cost: 3 Points/Level
Attribute Scope: Self only; Ongoing
Relevant Stat: —

The character is more financially stable and "liquid" than an average person and usually has non-liquid assets (such as real estate) commensurate with their wealth. The character can easily acquire commercially available goods and can bribe or hire people. Hirelings that are intensely loyal to the character should still be acquired through the Companion Attribute (page 74). To have access to things that are illegal or difficult to acquire without special licenses, the GM can request that the character assign the Item (page 91) or Connected (page 74) Attributes.

Level 1	The character is financially stable (cash equivalence of $300,000)
Level 2	The character is well off (cash equivalence of $1M)
Level 3	The character is moderately rich (cash equivalence of $3M)
Level 4	The character is remarkably rich (cash equivalence of $10M)
Level 5	The character is fantastically rich (cash equivalence of $30M)
Level 6	The character is moderately wealthy (cash equivalence of $100M)
Level 7	The character is remarkably wealthy (cash equivalence of $300M)
Level 8	The character is fantastically wealthy (cash equivalence of $1B)
Level 9	The character is incredibly wealthy (cash equivalence of $3B)
Level 10	The character is spectacularly wealthy (cash equivalence of $10B)

Numerous canonical Absolute Power characters have reasonable financial security (Wealth Levels 1 or 2), including Britannia, Caliburn, Ghost Lion, Witchlight, Alice, Crystal Pirate, and White Banner.

As the long-time CEO of Liberty Enterprises, Maxwell Liberty (aka Sentinel) is remarkably rich (Level 4). His company reinvests most profits back into humanitarian causes, which is why his Wealth Level isn't higher. Seawolf, Ursus Caesar, Artificer, and General Winter each have access to similar amounts of cash as needed, while Janus's activities ensure he will always have the money he needs to fund his schemes (Level 5 – $30M).

Mister Matthews, genius evil scientist and unrivalled CEO of Matthews GenTech, has access to incredible wealth (Level 9 – $3B) thanks to the success of his global corporation. Only the mastermind monarchs, Kreuzritter and the Dark Queen, exceed Matthews's financial resources with Level 10 Wealth ($10B).

MISTER MATTHEWS

WEAPON

Attribute Cost: 2 Points/Level
Attribute Scope: Attacked target; Melee; Instantaneous
Relevant Stat: —

Many superhero and supervillain characters wield powerful offensive energies, such as electric zaps, elemental fireballs, ki-powered martial arts strikes, energy swords, and kinetic blasts. Additionally, some robots or technologically augmented characters may have guns, missiles, or beam weapons built into their bodies. This Attribute can also be contained within the Item Attribute (page 91) in order to create hand-held weaponry like swords, firearms, and magic wands, or useful attack devices such as armed vehicles, powered suits, and laser satellites.

Weapons can be used on a single target each round with melee range (i.e. the target must be in very close proximity to the character) unless further modified by standard Enhancements like Area and Range (page 142) or specific Weapon Enhancements. A character can only make one Weapon attack per action. A battery or barrage of several weapons that can be discharged simultaneously is normally created as a single powerful weapon, often paired with several Enhancements that are detailed in the following pages, such as Area, Autofire, or Spreading. The Weapon Attribute may be assigned more than once to give a character (or Item) a variety of different attacks.

When designing a Weapon, the player (with GM input) should determine exactly how the Weapon works. Is it an eyebeam? Retractable claws? A flame blast? A psychic attack? A special rapid-strike martial arts finishing manoeuvre? The nature of the Weapons will give the attack role-playing flavour, will provide insight into how the character uses it and will help determine what Enhancements and Limiters are appropriate.

Unlike most Attributes, the Weapon Attribute is often assigned at Ranks exceeding Level 10 to represent the wide range of powerful Items and special attacks common to superpowered characters. Discuss your Weapon Attribute limits with the GM.

WEAPON DAMAGE

A successful attack with the Weapon Attribute inflicts an amount of damage equal to the Weapon Level multiplied by the character's Damage Multiplier (called the "base damage"). Most characters have a Damage Multiplier of 5. Then add the attacker's Attack Combat Value to the base damage, as well as the effects of any other Attributes that may apply, to determine the final attack damage. See page 183 for additional combat damage details.

Example: Caliburn beats down some gang thugs using his collapsible batons (Items with Weapon Level 2). Caliburn has an Attack Combat Value of 16 and a Damage Multiplier of 5. Upon each successful attack with the batons, Caliburn inflicts 26 damage:

Weapon Level 2 x Damage Multiplier 5 = 10 base damage
10 base + 16 Attack Combat Value = 26 final damage

EXAMPLES OF WEAPON LEVELS

Weapon Levels 1-10 cover the range of ordinary melee weapons and guns, from knives to large-calibre sniper rifles, plus most moderate metahuman attacks.

Levels 10-20 cover the range of heavy machine guns and high-tech blaster weapons, as well as archaic siege weapons. Many forceful superpowered and magical attacks would fall into this range as well.

Levels 20-30 are in the range of tank or warship guns, anti-tank missiles, giant robot cannons, and increasingly destructive metahuman blasts and magical effects.

Levels 30+ are extremely powerful, such as the beam cannon of super vehicles, various heavy bombs and missiles, mass drivers, or the world-shaking energies invoked by godlike superbeings.

For further comparative purposes, refer to the Item examples in Chapter 10 (page 229).

CUSTOMISING WEAPONS

More than any other Attribute, Weapon benefits greatly from game customisations beyond the basic description and parameters. The many Weapon Enhancements and Limiters provided herein – plus the Area, Range, Duration, and Potent Enhancements described in the Customisation chapter (page 141) – help make each Weapon Attribute unique to your character. Many of these customisations can be assigned more than once, as noted, with each assignment decreasing (for Enhancements) or increasing (for Limiters) the effective Level of the Weapon.

UNARMED: THE FREE WEAPON

An unarmed person can strike an opponent using fists, feet, head, etc. This is a free Weapon Attribute that all characters automatically have, and it does not need to be recorded on character sheets. Such attacks are considered a Level 0 Weapon with the Stun Enhancement and Non-Penetrating Limiter. Consequently, the damage inflicted upon a successful unarmed attack is simply equal to the character's Attack Combat Value (page 59). An exception to this guideline applies to characters with the Superstrength Attribute (page 118), since such powerful characters also gain +10 damage to their unarmed attacks for each Level of Superstrength.

LEVEL 0 AND -1

Weapon is unique among Attributes in that its effective Level can drop to 0 or -1 through the assignment of one or more Enhancements, though the minimum assignable Level remains at Level 1. The damage delivered by effectively Level 0 Weapons only considers the character's Attack Combat Value, since the Weapon's base damage is 0. For Weapons with an effective Level of -1, no actual damage at all is delivered (do not add the Attack Combat Value). Consequently, such Weapons only have utility if they also possess one or more of the following Enhancements: Drain, Flare, Incapacitating, Irritant, Quake, or Tangle. Assigning multiple Enhancements that drop the effective Level of the Weapon Attribute below -1 is forbidden; in these instances, simply assign additional Levels to the Weapon (costing 2 Character Points/Level) until its effective Level increases to at least -1.

ALTERNATE ATTACKS

A character or Item may be assigned more than one Weapon Attribute, which is rare amongst Attributes since the majority are only assigned once. Since only one Weapon can be used in a specific action, the Point cost of extra alternate, secondary Weapons will be reduced (GM discretion).

Create each Weapon Attribute that a character or Item has normally, then halve the Level cost to 1 Point/Level of all but the most expensive primary Weapon (or all but one of the most expensive, if several have identical costs).

For example, Jade Naga has Weapon Level 4 "Fangs and Claws" with the Penetrating 2 Enhancement (effective Level 2), for a total cost of 8 Points. He also has Weapon Level 3 "Toxic Bliss" with the Drain Mind 4 and Drain Soul 4 Enhancements, and the Ammo 2, Dependent: Fangs, and Toxic Limiters (effective Level -1), which normally costs 6 Points (2 Points/Level). Jade Naga's Toxic Bliss attack only costs half this normal amount at 1 Point/Level (3 Points total) though, since it is a less-expensive secondary Weapon.

Each character and each of their Items are considered separate for this rule. Thus, if a character had a firearm and a magic wand that each contained Weapon Attributes, the gear would not receive the alternate attack discount since each is a separate Item (and can be used separately, at penalty, using the optional Two Weapons rules, page 205). If an Item itself had multiple Weapon Attributes, however – such Heartbreaker's armour that has two distinct built-in Weapon attacks – then all but the most costly Weapon Attribute contained in that Item would be eligible for such a discount. And then, as normal, the total Attribute cost (including discounted secondary Weapon Attributes) would be halved when determining the final Character Point cost of the Item.

Multiple Weapons Attributes assigned to a vehicle or location Item that has several crew members are usually assigned the Helper Enhancement. This allows the crew to simultaneously fire the Weapon instead of only the driver or pilot. Weapons designated with the Helper Enhancement are never granted the 1 Point/Level alternate attack discount, since multiple people can work together to use more than one Weapon each round.

Level -1	The attack doesn't inflict any regular damage
Level 0	The Weapon's base damage is 0; final damage is equal to the character's Attack Combat Value
Level 1	The Weapon's base damage is equal to 1 times the character's Damage Multiplier
Level 2	The Weapon's base damage is equal to 2 times the character's Damage Multiplier
Level X	The Weapon's base damage is equal to X times the character's Damage Multiplier

ALTERNATIVE WEAPON USES

Since Absolute Power is an effects-based system, the Weapon Attribute can also be used to represent offensive aspects of other Attributes that are not covered by their own descriptions.

For example, suppose a character can weaken foes by teleporting them repeatedly within one combat round. Rather than being part of the Teleport Attribute, this ability could be designed as a Level 0 Weapon with the Drain Enhancement, reflecting the disorientation the target feels after the attack (since no real physical harm is inflicted on the opponent). Alternatively, if the character is capable of teleporting a select portion of a target's body away – an extraordinarily painful prospect! – the effect could be designed as a Weapon that simply inflicts an incredible amount of damage.

By using the Weapon Enhancements and Limiters, players can create a wide range of interesting attacks, which will account for the numerous and creative ways that heroes and villains use their abilities. Some Weapon attacks designed this way may also possess the Dependent Limiter (page 146) if the Attribute upon which they are based must be activated simultaneously.

5-4: WEAPON ENHANCEMENTS

NAME	RANKS	NAME	RANKS
Accurate	1-2	Irritant	1-3
Anaemic	2	Knockback	1+
Aura	1	Lethargy	1-2
Autofire	3	Linked	1
Blight	1-3	Multidimensional	1
Contact	1-2	Muscle	1
Contagious	1-3	Penetrating	1+
Continuing	1+	Piercing	1+
Demoralise	1	Psychic	4
Drain	1-3	Quake	1-4
Enervation	1+	Reach	1
Flare	1-3	Selective	1
Flexible	1-3	Spreading	1+
Helper	1	Stun	1
Homing	1-2	Tangle	1+
Incapacitating	2 or 4	Targetted	1-3
Inconspicuous	3	Trap	1
Incurable	1-3	Unique	1+
Indirect	1	Vampiric	2 or 4
Insidious	3		

ENHANCEMENTS

ACCURATE

The Weapon is extremely accurate and gives the character a minor edge (1 assignment) or major edge (2 assignments) on attack rolls (see page 172). Normally only assigned to Items.

ANAEMIC

Counts as 2 Enhancements (Attribute effectiveness reduced by 2 Levels). The Weapon saps the victim's ability to make forceful attacks in combat. In addition to any damage inflicted, the Weapon reduces the victim's Damage Multiplier by 1. The disruption remains in effect for one minute or dramatic scene, and is cumulative over multiple successful attacks (maximum reduction to a 1 Damage Multiplier). To design an attack that only reduces a target's Damage Multiplier without physical injury, create an effective Level -1 Weapon.

AURA

The Weapon automatically affects anyone who merely touches the character's body when it is active (i.e. no attack action is needed). An example might be a character that is sheathed in flame or electrified. Aura may not be combined with the Range Enhancement. Unless the Weapon also carries the Permanent or Semi-Permanent Limiter, the character can suppress their Aura.

AUTOFIRE

Counts as 3 Enhancements (Attribute effectiveness reduced by 3 Levels). The attack consists of a burst of multiple shots like a machine gun or rapid sequence of energy bolts. This allows multiple hits to be scored on their target on a successful attack roll depending on how successful the attack is: one hit if the attack roll total exceeds the target's defence roll total by 0-3; two hits when exceeding the defence roll by 4-6; three hits when exceeding the defence roll by 7-9; etc. Each hit delivers separate damage, which is important when considering Armour Ratings.

A Weapon with Autofire can also be used to spray an area, sweeping it back and forth. When doing so, the Weapon loses the usual benefit of Autofire and instead gains one assignment of the Spreading Enhancement. An Autofire Weapon that has the Ammo Limiter can usually conserve ammo by firing single shots, which eliminates the Autofire benefits.

BLIGHT

The target will suffer double damage (or double effect, when relevant) from a Blight attack if they do not make a successful Body Stat roll to resist its effects. If the roll is successful, the target only suffers one-fifth damage. This Enhancement represents Weapons that might not fully affect the target even when the attack is successful, such as a poisonous attack to which the target could exhibit resistance.

The Target Number for the Body Stat roll depends on the number of times Blight is assigned: Average (TN 12) for 1 assignment; Difficult (TN 15) for 2 assignments; and Challenging (TN 18) for 3 assignments. A target's Immutable Attribute (page 90) adds a bonus to resist the effects of Blight.

CONTACT

The Weapon – usually a poisonous liquid, plant, or metahuman skin – delivers damage through mere contact with the skin. The Weapon may even affect characters and animals with thick skin or hide (i.e. skin that provides an Armour Rating), unless it also has the Non-Penetrating Limiter. One assignment indicates that the target must have extended contact of several minutes with the substance; two assignments deliver its effect with only brief contact. This Enhancement is often associated with the Blight or Drain Enhancements, or the Toxic Limiter.

CONTAGIOUS

The attack's damage or other effects will be passed on to others who touch or otherwise contact the target. Anyone affected by the Contagious Weapon may negate the contagion and stop them from spreading it to others by making a successful Average Stat roll (Target Number 12), with no modifier (one assignment), a minor obstacle (two assignments), or major obstacle (three assignments) on the roll. The Stat roll is normally checked against the Body Stat, but magical or cybernetic contagion may use Mind or Soul as appropriate. Contagious is often combined with the Toxic Limiter.

CONTINUING

This represents poison, pools of acid, flaming liquid, or similar sticky attacks that deliver lingering damage over several rounds. If the initial attack damage penetrates the opponent's Armour Rating, the target will take extra damage over time. At the end of each subsequent round following the attack, the character will suffer a loss of Health Points equal to one-fifth the original damage inflicted. Armour Rating does not protect against this subsequent damage. This continues for one round for each assignment of the Continuing Enhancement until the effect is somehow neutralised (GM's discretion; it should depend on the type of attack and may require several rounds for full neutralisation). This type of Continuing effect only applies to the Weapon's damage and not to the special abilities from other Enhancements.

Alternatively, Continuing can be defined as an hourly effect that inflicts the same damage as the original attack every hour after the attack, or a daily effect that inflicts the same damage every day. This variation is only ever one assignment and may best represent a disease or a slow poison attack.

Unlike a regular Continuing attack, the hourly and daily damage will continue until the victim is dead or makes a successful Difficult (TN 15) Body Stat roll. The roll is made with a major obstacle (page 172) on the Stat roll every hour (for hourly effects) or a minor obstacle every day (for daily effects). This type of Continuing attack applies to both damage and the special effects from other Enhancements such as Drain, Enervation, etc. Until the victim is cured of the Continuing attack, they normally cannot heal the damage related to this attack using any method (GM's discretion).

DEMORALISE

The Weapon disrupts the victim's confidence in their combat muscle memory, causing them to falter and be less effective in battle. In addition to any damage inflicted, the Weapon reduces both the victim's Attack Combat Value and Defence Combat Value by 1 for each Demoralise assignment. The disruption remains in effect for one minute or dramatic scene, and is cumulative over multiple successful attacks (maximum reduction to Combat Values of 1 each). To design an attack that only reduces a target's Combat Values without physical injury, create an effective Level -1 Weapon.

ARTIFICER

DRAIN

The Weapon causes the victim to lose Points from one Stat (specify Body, Mind, or Soul when designing the attack). A loss of Body may represent decrepitude, disease, rot, poison, or rapid ageing; a loss of Mind can represent insanity, a tranquilliser, or psionic blast; a loss of Soul can represent despair, fear, torment, or corruption. In addition to any Health Points lost, the specified Stat is reduced by 1 for every assignment of the Drain Enhancement (maximum of 3 assignments total). For example, Weapon (Drain 2: Mind) would reduce the victim's Mind Stat by 2 with a successful attack in addition to the normal attack damage. Defences that reduce the damage delivered by a Weapon with Drain (such as Armour and Force Fields) offer limited protection against the Drain effect as well: for every 5 damage the protection provides against the attack, one Enhancement assignment is negated. To design an attack that only reduces Stat values without physical injury, create an effective Level -1 Weapon. The drained Stats return at the rate of one every hour. Losing Stat values will require the Combat Value to be recalculated appropriately but not other Derived Values (page 59).

A character reduced to 0 Body is paralysed and cannot move. A character with a 0 Mind is "mindless" and will act in an illogical, primal, or animalistic manner. A character reduced to 0 Soul is "broken" and lacks all drive or volition.

ENERVATION

The Weapon drains away the victim's personal energy supply, causing them to become fatigued or despondent. The attack results in a loss of 5 Energy Points every assignment of the Enervation Enhancement, which is in addition to the normal attack damage. Armour, Force Fields, and related Attributes offer protection against Enervation, reducing the Energy Points lost the same way they reduce damage inflicted to Health Points. To ignore ordinary Armour and Force Fields, also assign the Insidious or Psychic Enhancements. To design an attack that only reduces Energy Points without physical injury, create an effective Level -1 Weapon.

FLARE

If the target is hit and looking in the direction of the attack they may be blinded. The target may resist by succeeding with an Average Body Stat roll (TN 12) with no modifier (one assignment), a minor obstacle (two assignments), or major obstacle (three assignments) on the roll. The target may also add their Immutable Attribute bonus as appropriate. If the target character fails the roll, they are blinded for a number of rounds equal to the amount by which the roll failed. To design an attack that blinds without inflicting other types of damage, create an effective Level -1 Weapon.

Flare can also be generalised to cover other sense-overloading attacks (for example, an acoustic attack that causes deafness). A separate Flare Enhancement must be assigned (maximum three assignments total each) for each sense (usually sight or hearing). For example, a moderately blinding and somewhat deafening attack that causes no other damage could be described as Weapon Level 2 (Flare: Sight -2, Flare: Hearing -1) for 4 Character Points (with an effective Level -1).

FLEXIBLE

This Weapon represents long, flexible, or extendible attacks such as a prehensile whip, energy-lash, razor-ribbon, or similar attack mode. A successful attack can trip or disarm an opponent in lieu of delivering damage, with the character suffering a major obstacle (one assignment), minor obstacle (two assignments), or no modifier (three assignments) on the attack roll to reflect the high degree of difficulty and great skill required to execute accurately.

HELPER

Weapons with the Helper Enhancement are usually installed in (or carried by) vehicle and giant robot Items. Helper allows passengers to fire the Weapon instead of just the driver or pilot (or a single designated person). For example, a spaceship Item with four different manned gun stations with the Helper Enhancement assigned to each of the Weapons allows multiple attacks each round. If Helper is not assigned to the Item Weapons, a single character (often the driver or pilot) must fire the Weapon themselves and cannot delegate the task to anyone else.

HOMING

The Weapon fires a projectile or energy burst that can track and follow its target, with the character gaining no modifier (one assignment) or minor edge (two assignments) on the attack roll. Additionally, if the attack misses by a margin of failure that is no greater than the number of Homing assignments, the Weapon will return to try again one final time in the next combat round. Homing Weapons should specify one type of sense or detection technique it uses to track the target (one that the GM agrees is appropriate to the setting). For example, many Homing missiles use radar, infrared, or (for torpedoes) sonar, but other options are certainly possible such as magical Weapons that attack metaphysical qualities such as "life force" or "evil" (which would limit their utility to certain targets, but be harder to counter). If the target has an appropriate form of the Undetectable Attribute (page 125), they are protected from the attack since the Weapon cannot detect the target to activate homing. Similarly, an appropriate Sensory Block Attribute (page 109) provides some protection against the attack as well. The GM must approve any unusual type of Homing Weapons to ensure it is not unbalanced.

INCAPACITATING

Counts as 2 or 4 Enhancements (Attribute effectiveness reduced by 2 or 4 Levels). Incapacitating represents any form of attack that can instantly immobilise a target regardless of the amount of damage inflicted, such as putting an opponent to sleep or turning them to stone. The target must make an Average (Target Number 12) Body or Soul Stat roll (whichever is higher) to resist, with a minor obstacle (two assignments) or major obstacle (four assignments) on the Stat roll. The Immutable Attribute (page 90) can provide a bonus to resist. When designing the attack, specify the form of the Incapacitating Weapon: asleep, awake but paralysed, turned to stone, transformed into an inert doll, etc. The immobilisation normally lasts for 1 round (two assignments) or 1 minute (four assignments). To design an attack that incapacitates the target without inflicting other types of damage, create an effective Level -1 Weapon.

INCONSPICUOUS

Counts as 3 Enhancements (Attribute effectiveness reduced by 3 Levels). Most Weapon attacks have a visible component that makes it easy for targets to determine who is attacking them. An attack with the Inconspicuous Enhancement provides no such indication that it is about to strike and does not reveal the identity of the attacker. This may result in the attacker gaining surprise, which prevents the victim from making a defence roll (page 182). If the target knows they are under attack, however, a defence roll can still be made with a minor obstacle (page 172) on the roll. Inconspicuous is most often associated with non-physical attacks such as ones with the Drain or Psychic Enhancements.

INCURABLE

The Weapon produces wounds or other effects that are difficult to treat. One assignment means that the Health Points lost due to this attack cannot be restored using the Healing or Regeneration Attributes (or accelerated by drugs or technological aids) but can otherwise recover naturally (page 186) or be repaired normally. Two assignments mean that in addition natural healing recovery is also slowed to a weekly rate instead of a daily rate. Three assignments mean that no healing or other recovery is possible at all until some exotic event or treatment has occurred (the nature of which is specified during Weapon assignment and subject to GM approval).

INDIRECT

An Indirect Weapon can fire shots in a high ballistic arc and is only assigned in conjunction with the Range Enhancement (page 143). Examples include Items such as grenade launchers and trebuchets, or a superpower that summons lightning, a storm of ice, or a meteor swarm from the sky. Indirect allows the attacker to shoot at targets hidden behind buildings, hills, or other obstacles, or even shoot over the horizon if the Range Enhancement is sufficiently high. Indirect fire is tricky, however, and imposes a minor obstacle (page 172) on the attack roll. To effectively fire at an indirect location, the attacker must be able to locate the target in some way (sensors can be used), or someone else must spot the target and relay their position to the attacker.

INSIDIOUS

Counts as 3 Enhancements (Attribute effectiveness reduced by 3 Levels). Insidious Weapon damage bypasses normal Armour Rating (use discretion with extremely large objects, such as mountains and planets), though the Immutable Attribute still provides an Armour Rating of 10/Level against it. It is usually applied to exotic physical attacks such as poison gas or radiation, often in conjunction with the Toxic Limiter. It may also be appropriate for attacks such as death spells, ageing curses, or other superhuman abilities that affect the body while ignoring normal physical barrier protections. Insidious Weapons cannot usually have the Contact or Psychic Enhancements or the Ingest Limiter.

IRRITANT

Irritant can represent pepper spray, an animal's musk, an itching spell, or similar effect. Whether or not damage penetrated the target's Armour Rating, the target must make an Average (Target Number 12) Body Stat roll to resist, with no modifier (one assignment), a minor obstacle (two assignments) or major obstacle (three assignments) on the Stat roll. The Immutable Attribute (page 90) can provide a bonus to resist. Failure results in partial blindness or distraction, imposing a minor obstacle on all Stat and Skill rolls until the effects wear off after one minute or dramatic scene. Irritant is often taken in conjunction with the Toxic Limiter to simulate an attack against which a gas mask may offer protection. To design an attack that irritates the target without inflicting other types of damage, create an effective Level -1 Weapon. Multiple Irritant effects against the same victim are not cumulative. If combined with the Incurable Enhancement, Irritant lasts indefinitely until an appropriate cure is found.

KNOCKBACK

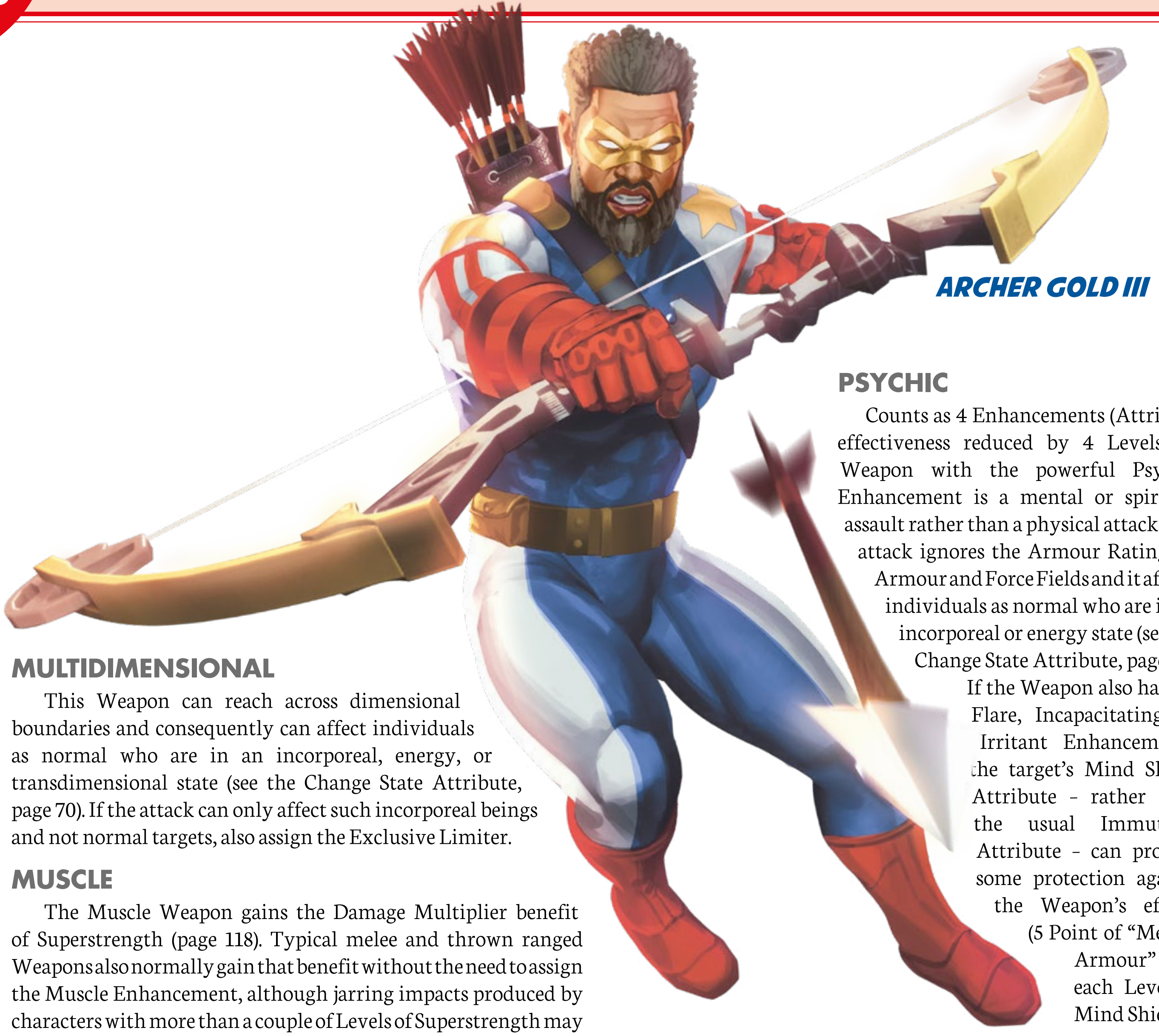
The attack impacts the target forcefully, knocking them back one metre for every point of damage inflicted. The Armour Attribute is ignored when determining Knockback distance; Force Fields without the Impacting Limiter do reduce Knockback, however. This Enhancement is primarily for Weapons with high kinetic energy, and is not typically assigned to slashing, piercing, or other non-impacting attacks. The Weapon's final Knockback distance is doubled each time this Enhancement is assigned – after all modifiers are considered (such as the Enhanced Knockback Combat Technique, page 192, and numerous damage modifiers).

LETHARGY

Victims of a successful Lethargy attack are slowed, and have their normal movement speeds halved for one minute or dramatic scene. The target is still capable of acting and attacking as normal, though; only their movement speed is impacted. One Lethargy assignment can target a single movement environment, selected when the Weapon is created (choose from ground, air, water, space, etc.); two assignments impact all environments simultaneously. The slowing is cumulative over multiple successful attacks, though more than four half-speed debuffs have little extra effect on anyone other than speedsters, since victims are nearly unable to move by this point. To design an attack that only slows a target without physical injury, create an effective Level -1 Weapon.

LINKED

An attack with this Enhancement is attached to one of the character's other Weapons (the master Weapon). If the master attack is successful, this Linked attack automatically hits as well with no defence roll allowed; if the master Weapon misses or fails to penetrate Armour Rating, the linked attack automatically fails too. If the master attack hits and delivers enough damage to successfully penetrate the target's Armour Rating, then the Armour Rating does not provide any protection against the Linked attack. Massive Damage, Superstrength, extra damage from the Attack Combat Value, and similar damage bonuses only apply to the master attack, though, and not to the secondary Linked attack. A Weapon with the Linked Enhancement may not be given the Accurate or Range Enhancements or the Inaccurate Limiter since its range and accuracy are dependent on the master Weapon. A Weapon can usually only be a master to one other Weapon, and a Weapon is rarely both a master and a Linked Weapon.



MULTIDIMENSIONAL

This Weapon can reach across dimensional boundaries and consequently can affect individuals as normal who are in an incorporeal, energy, or transdimensional state (see the Change State Attribute, page 70). If the attack can only affect such incorporeal beings and not normal targets, also assign the Exclusive Limiter.

MUSCLE

The Muscle Weapon gains the Damage Multiplier benefit of Superstrength (page 118). Typical melee and thrown ranged Weapons also normally gain that benefit without the need to assign the Muscle Enhancement, although jarring impacts produced by characters with more than a couple of Levels of Superstrength may shatter regular weapons. Characters do not gain the Superstrength Damage Multiplier bonus when using Weapons at Level 0 or -1, or those with the following Enhancements, unless the Muscle Enhancement is also assigned: Contagious, Flare, Indirect, Irritant, Insidious, Psychic, Range, Tangle, and Trap.

PENETRATING

The Armour Attribute is less effective at stopping damage from Penetrating attacks. The Armour Rating of Armour is reduced by 10 against such Weapons (to a minimum of 0) each time Penetrating is assigned. For example, two assignments of Penetrating reduces the amount of damage the target's Armour stops by 20.

PIERCING

The Force Field Attribute is less effective at stopping damage from Piercing attacks. The Armour Rating of Force Fields is reduced by 10 against such Weapons (to a minimum of 0) each time Piercing is assigned. For example, three assignments of Piercing reduces the amount of damage the target's Force Field stops by 30.

PSYCHIC

Counts as 4 Enhancements (Attribute effectiveness reduced by 4 Levels). A Weapon with the powerful Psychic Enhancement is a mental or spiritual assault rather than a physical attack. The attack ignores the Armour Ratings of Armour and Force Fields and it affects individuals as normal who are in an incorporeal or energy state (see the Change State Attribute, page 70). If the Weapon also has the Flare, Incapacitating, or Irritant Enhancements, the target's Mind Shield Attribute – rather than the usual Immutable Attribute – can provide some protection against the Weapon's effects (5 Point of "Mental Armour" for each Level of Mind Shield).

QUAKE

A Quake Weapon creates a linear shock wave in the ground that causes rumbling and fractures as it heads towards the target. Quake can only be used on a solid surface (which may be earth, sand, cement, or asphalt), and isn't usually combined with the Aura Enhancement. Since this type of attack is difficult to execute precisely, the target gains a major edge (page 172) on their defence roll. The Quake "fault" will only be large enough for one person to fall into unless it is combined with the Area Enhancement as well, though nearby non-targetted people can avoid falling into the fissure with a successful Average (TN 12) Body Stat roll. The depth of the fissure depends on the number of Quake assignments: up to 2 metres for one assignment; 5 metres for two assignments; 10 metres for three assignments, 30 metres for four assignments; and continuing upwards (100 m, 300 m, 1 km, 3 km, etc.).

REACH

If a long melee Weapon can strike opponents who are beyond the reach of normal attacks such as sword swings or spear jabs, it can offer significant advantages in combat – especially when charging. Examples of Reach Weapons (with a reach of three to five metres) include: tourney or war lance, polearm, whip, etc. When at least one opponent is beyond immediate melee range, but is within the active distance of the character's Reach Weapon, the character is assumed to have a ready manoeuvre (optional; page 204) set to go should they wish to interrupt the opponent's actions with a Reach attack (otherwise, the character acts on their regular Initiative as normal). If an opponent ever gets past the end of a Reach Weapon and moves closer to the wielding character, though, the Reach Weapon cannot be used against that opponent – either suffering a major obstacle on attack rolls or completely preventing attacks with the Weapon.

SELECTIVE

Selective is only assigned to Weapons with the Area, Aura, or Spreading Enhancements. Instead of potentially affecting everyone and everything within the attack's effect area, the user may select who is and is not affected.

SPREADING

This type of attack spreads to cover an expanding area, such as a cone of energy or a spray of energy bolts or projectiles (such as a shotgun blast). The target suffers a major obstacle (page 172) on their defence roll due to the wide attack spread. Additional nearby targets in the Weapon's attack spread may also receive damage if they are lined up or in a dense formation. The number of additional nearby targets that may be hit equals the number of Spreading assignments.

STUN

A Weapon with this Enhancement inflicts only temporary damage, such as from an unarmed attack. Lost Health Points from the Weapon attack are recovered at a rate equal to the character's Body Stat every hour. Stun damage cannot kill. Although it may seem odd that a non-lethal attack is an Enhancement and not a Limiter, such Weapons have the advantage that they may be used to incapacitate foes without the risk of killing them. Stun is not often assigned to Weapons with an effective Level 0, but can be in some instances (such as with normal unarmed attacks).

TANGLE

Weapons that can Tangle the victim may include an assault that freezes the target in ice or traps them in the branches of an animated plant, or simple webbing that immobilises the target. The physical entanglements produced by these Weapons have 5 Health Points for each assignment of the Tangle Enhancement. If a target does not successfully defend against a Tangle attack, they are trapped until sufficient damage is delivered to the entanglement to reduce its Health Points to zero and destroy it. An entangled character has restricted movement and performs any movement-related activities (such as attacking, defending, gesturing, etc.) with a major obstacle (page 172) on the appropriate dice roll. A victim who has partially destroyed an entanglement may regain some body movement (GM's discretion), reducing the major obstacle to a minor obstacle on dice rolls. A Tangle attack also inflicts regular Health Point damage as well. To design an attack that Tangles the target without inflicting other types of damage, create an effective Level -1 Weapon.

TARGETTED

The Weapon must be specified when it is designed as being Targetted against a specific individual or group. For example, the Weapon might use radiant energy (extra damage to extraplanar creatures) or life energy (extra damage to undead creatures), or have a Haud-slayer genetic encoding (extra damage against Haud), or it could be an electromagnetic pulse (extra damage against robots and cyborgs). Against the Targetted opponent type, the damage the Weapon inflicts is doubled, as are the additional effects of Enhancements such as Drain, Flare, Incapacitating, Irritant, and Tangle. Targetted is assigned once if it affects only a single individual (such as an archnemesis, like Mister Matthews) or a specific title-holder (perhaps the Monarch of Thule), twice if it affects a specific group or relatively uncommon species (for instance, all Parousians or all members of the Dark Queen's Legion), or three times if it affects a common species or condition (such as all Haud, all robots and cyborgs). The GM may forbid Targetted Enhancements that affect an extremely common species or condition (for example, all humans, or anyone with eyes). Add the Exclusive Limiter for a targetted attack that only affects a small set of opponents, without inflicting damage to any other opponents.

TRAP

The Weapon lays a mine, booby trap, or some other similar device that "sits and waits" until someone triggers it. The Weapon cannot be reused until it has been triggered. If someone blunders into a Trap, no attack roll is needed, but a successful Difficult Mind Stat roll (Target Number 15) will reveal the trap's presence to the target before it activates and give the target time to avoid it. Trap is usually assigned without the Range Enhancement to simulate a device that must be carefully planted. If Range was added as well, the Weapon can be deployed to attack anyone nearby, with a successful attack roll indicating that the Trap was fired or tossed into the correct area. The Area Enhancement is commonly added to enable a Trap to affect multiple foes, such as a land mine or explosive sticky glue trap.

UNIQUE

The Weapon has some other unspecified ability that is not listed and is subject to GM approval. Examples can include an attack that alters the target's memories, one that affects the appearance of the target, and many more. The number of Unique Enhancement assignments required is determined by the GM based on the benefit the Unique Weapon provides.

VAMPIRIC

Counts as 2 or 4 Enhancements (Attribute effectiveness reduced by 2 or 4 Levels). Upon a successful Vampiric attack, the lost Health Points, Energy Points, or Stat values (as appropriate) are transferred to the attacker. These gained benefits fade after one minute or dramatic scene. Vampiric is not usually combined with the Area, Autofire, or Spreading Enhancements. Vampiric must be assigned two times if it can only restore lost Health/Energy Points or Stat values to their normal level, or four times if it can increase such Points or values even higher (to a maximum of twice their normal values).

5-5: WEAPON LIMITERS

LIMITER	RANKS	LIMITER	RANKS
Alt-Munition	Special	Ingest	1
Ammo	1-4	Non-Penetrating	1+
Backblast	1-2	Stoppable	1-4
Exclusive	1-3	Toxic	1-2
Fieldless	1	Unique	1+
Hands	1	Unreliable	1-3
Inaccurate	1-2		

LIMITERS

ALT-MUNITION

This special type of Limiter is usually only assigned to Items. Some Weapons are designed to fire different types of ammunition for different purposes, such as a tank firing different types of shells from its single main gun. Since Weapon attacks are usually assigned Levels, Enhancements, and Limiters based on their ammunition type, each alternative ammo (which must have a lower Weapon Level than the primary ammunition type) is assigned the Alt-Munition Limiter. Weapon Items can benefit from both Alt-Munition and the Alternate Attacks rule (page 129).

For example, a heavy tank (page 259) uses both sabot and HEAT ammo. Sabot shells are a Level 22 Weapon, and HEAT shells are a Level 21 Weapon; consequently HEAT is designated as the Alt-Munition (since the Weapon Level is lower).

AMMO

The Ammo Limiter – which is often assigned in conjunction with the Range Enhancement – represents the total ammunition typically carried by the character relative to the Weapon's rate of fire. When the Ammo is depleted, the character cannot use the Weapon again until the Ammo is replaced (which usually cannot occur until the current combat or dramatic scene is completed). Note that Ammo does not refer to the number of shots a Weapon can fire with a loaded projectile (which is one for a longbow, six for a revolver pistol, etc.) if additional ammunition is readily available and the Weapon can be reloaded easily to allow continued use. If a Weapon such as a crossbow or cannon has plenty of ammunition available but requires time to reload between shots, assign the Activation Limiter instead.

One assignment of Ammo means the Weapon can fire 4-6 shots before ammunition runs out; two assignments means 2-3 shots; and three assignments means only 1 shot. Four assignments of Ammo represents a Weapon that is destroyed after a single use, such as a grenade or mine.

BACKBLAST

The Weapon produces some sort of Backblast or other side effect that affects people and objects directly behind the attacker (within 1-2 metres). An example is a rocket launcher that produces a hazardous backblast to anyone standing behind the gunner, with some magical spells or metahuman abilities potentially having similar risks. With one assignment, such Weapons inflict one-fifth their normal damage (round down) to people or objects caught in the Backblast. With two assignments, the attacking character is also unavoidably caught in their own Weapon Backblast. Backblast cannot normally be combined with a Weapon that has both the Area and Aura Enhancements.

EXCLUSIVE

The Weapon has no effect on anyone beyond a small class of targets specified when the Weapon Attribute is assigned. One assignment limits the effect to a large target group (such as a common species or ethos), two assignments limit the effect to a small target group (such as a rare species or organisation), and three assignments limit the effect to a single individual (or to a singular position, such as the leader of a specific country or planet).

FIELDLESS

This Limiter can only be assigned if the character or Item also has the Force Field Attribute. The Weapon cannot be used unless all Force Fields are turned off before using the attack. The Force Fields remain off until the character's first opportunity to act in the following combat round.

HANDS

The Weapon requires two appropriately sized hands or equivalent appendages/devices to operate and wield properly and is typically not usable with only one hand (either due to extreme mass, size, awkwardness, or design).

INACCURATE

The Weapon is extremely inaccurate and gives the character a minor obstacle (1 assignment) or major obstacle (2 assignments) on attack rolls (see page 172). Normally only assigned to Items.

INGEST

The Weapon – usually a poisonous liquid, powder, or plant – must actually be ingested by the target in order to have an effect. This Limiter is often associated with the Blight and Drain Enhancements, as well as the Toxic Limiter. The nature of the Weapon usually makes it incompatible with the Trap Enhancement.

NON-PENETRATING

The Weapon has an inferior ability to penetrate existing Armour and Force Fields (with Armour Ratings of at least 5) to inflict damage. Examples include unarmed attacks, shotgun blasts, hollow-point bullets, blunted swords, caltrops, a storm of hail, etc. The Armour Rating of Armour and Force Fields is increased by 10 against such Weapons each time Non-Penetrating is assigned. For example, two assignments of Non-Penetrating increase the target's protective Armour Rating by 20. This Limiter can only be assigned to Weapons that are somehow reduced in effectiveness by a target's Armour Rating, and consequently cannot be assigned to those with Enhancements such as Insidious and Quake.

STOPPABLE

Stoppable is only assigned to Weapons that also have the Range Enhancement. These Weapons fire projectiles or energy bolts that are sufficiently massive and slow enough to be shot down since the attack does not reach the target quickly. One assignment indicates the attack takes one round to reach its destination; two assignments indicate 5 rounds; three assignments indicate one minute; four assignment indicates one hour. Thus, a cannon shell, bullet, or lightning bolt would usually not qualify since the projectiles travel incredibly quickly over a short distance, but a guided missile (fast, but travels a long distance) or plasma sphere (short distance, but may travel slowly) might have Stoppable.

Attacking the Stoppable projectile requires a successful attack roll with a major obstacle (page 172). Furthermore, the defending Weapon attack must deliver at least 10 damage to the Stoppable projectile for each Level of the Stoppable Weapon or the projectile is not intercepted. For example, an attack must inflict at least 60 damage to a Level 6 Weapon with the Stoppable Enhancement in order to block/intercept/destroy it.

TOXIC

The Weapon is a gas, toxin, biological agent, sound, radiation, or other harmful effect that only damages living things. One assignment means that targets who have an appropriate Resilient (or other) Attribute are completely immune to its effects. Two assignments mean that a target who is expecting the attack can also render themselves immune for at least one round (usually enough time to escape) if they had prepared for the attack by taking a simple precaution, such as holding one's breath or using a wet rag to resist a toxic gas.

UNIQUE

The attack has some other unspecified limitation subject to GM approval. Examples could include a weapon that fires in a random direction, one that is extremely costly to operate, an attack that drains Heath Points from the user, etc. The number of Unique Limiter assignments required is determined by the GM based on the ineffectiveness of the Unique Weapon.

UNRELIABLE

Any time an Unreliable Weapon is used and the attack roll results in an unmodified (or natural) 2, the attack fails to take place, and the Weapon burns out, jams, overheats, or otherwise malfunctions. For two assignments, an unmodified roll of 2 or 3 produces the same results and for three assignments, unmodified rolls of 2, 3, or 4 triggers the malfunction. The Weapon will not work again until some condition is fulfilled as determined by the GM. For example, repairing a technological weapon may require a skilled individual to make a successful Mind Stat roll. Other remedies might be appropriate for recovering different attacks, such as a superpowered monster with a "burned out" breath weapon might require a hearty meal.

SISTER ECHO

MODULAR CHARACTER DESIGN IN ABSOLUTE POWER

Absolute Power uses the effects-based, modular Tri-Stat System that allows a tremendous amount of customisation between characters of similar ideas. This means that most Attributes focus on a single primary benefit, rather than bundling multiple functions into one ability. For example, though they will both have rapid movement in common, two speedsters can have extremely different competencies because not all speedsters are identical. Players and GMs must have a solid character concept in mind when creating a character, which will help determine how to best express those ideas using the game mechanics. Settling on these conceptual ideas early will make the character creation process flow more smoothly.

EXPANDING UPON SPEEDSTER BUILDS

As an example of the modular approach to character creation, let's follow the creation of two different speedsters heroes. The first one, created by Logan, is a speedster who is devastating in combat, using his speed to maximum advantage. The second, created by Alexa, is more inventive in the use of her superspeed.

Both characters will obviously possess the Superspeed Attribute to reflect their ability to move quickly. Logan's speedster is able to attack numerous times in combat and thus assigns Extra Actions. Logan sees his speedster as capable of defending against multiple attackers each round and decides that the Flanking Defence Combat Technique fits well. Logan wants his character to throw dozens of punches in a round; after all, he can move faster than the eye can follow. Taking Extra Actions at Level 99, however, is both insanely expensive and just silly. Thus, he elects to have four attacks each round (Extra Actions Level 3) and assigns a Level 4 Weapon: Rapid Punch to reflect the numerous punches thrown in an instant. He designs the Weapon with the Auto-Fire and Knockback Enhancements – the rapid punches can send his opponent's flying – as well as the Non-Penetrating Limiter since it's somewhat blunted against armoured targets. Consequently, the Weapon is an effective Level 3 attack, which costs 8 Points since it's still a Level 4 Weapon Attribute. Logan throws in the Lethal Blow Combat Technique as well to reflect the punches inflicting normal, rather than Stun damage. Combined with his four attack rolls, the Rapid Punch Weapon allows the speedster to punish villains with a flurry of punches that delivers devastating damage.

Alexa also agrees that her speedster should be able to act frequently in a single round, but her character has not mastered the ability to throw a blur of punches. She elects to take Extra Actions at Level 5. This is higher than Logan's character and allows more frequent actions, which Alexa sees her character using effectively outside combat situations. Conversely, Logan's speedster focus is throwing more punches at an opponent with his Weapon.

Logan's character has also mastered a Forceful Wind tornado attack and adds a second Level 4 Weapon to reflect this ability. The attack has the Knockback and Range Enhancements (two assignments for 10 metres) with no Limiters, so it functions at an effective Level 1. Since this is the character's alternate attack, the cost is halved to only 4 Points. Alexa's hero does not have a similar ability, since Alexa envisions her character surrounds herself in a "speed warp field" that allows her to move and act at exceptional speeds. This field prevents her from making ranged velocity attacks like Logan's character.

Alexa further decides that the warp field generates a Level 3 Force Field that protects her character from harm when moving at superspeeds. The Force Field has the Regenerating Enhancement and the Dependent Limiter that is linked to use of the character's Superspeed, and therefore provides an Armour Rating of 30 while moving rapidly in the warp field. Logan's speedster is not similarly protected because he does not generate such a speed warp field.

After considering numerous options, Alexa concludes that her speedster also has the ability to vibrate her molecules at incredible rates and allows her to pass through solid objects. This power aligns with Level 5 of the Change State Attribute, though it requires the Quick Change Enhancement as well; thus, Alexa assigns the Attribute at Level 6 (18 Points) to achieve effective Level 5. Again, Logan does not feel that this power is within his character's superspeed repertoire.

Because his character moves so fast, Logan believes the rest of the world comparatively moves in ultra-slow motion. His speedster should therefore have three or four Levels of both Attack Mastery and Defence Mastery, reflecting his character dodging bullets that move at a snail's pace and hitting foes that resemble stationary statues. Alexa agrees that her speedster probably perceives the world as if it is moving in slow motion as well, but not to the same degree as Logan's character. She assigns only two Levels to Attack and Defence Mastery. Both players feel that their characters' reaction times are incredibly enhanced, so they each assign the Lighting Reflexes Combat Technique twice to gain major edges on Initiative rolls.

Logan and Alexa each continue building their characters using their visions and concepts to determine what Attributes would be most appropriate. Although assigning a specific Attribute may provide their characters with a notable advantage, if it does not fit within their character concepts — if they cannot rationalise why or how their character would have unlocked those powers — they do not select the Attribute.

The above example clearly illustrates how two characters with a similar base functional concept can still differ greatly in ability. While both characters are typical speedsters, their metahuman speeds provided each vastly different abilities. The modular approach to Absolute Power's array of Attributes encourages creativity and innovative character ideas.

MEET SLIPSTREAM

Ema'Ge ran.

He ran between weapons of projected force propelled by drones the size of thumbnails. He ran beneath Sentinel as Max fought robots that froze the air, past Caliburn's efforts to disorient foot soldiers, and over Grandmother Raven in her shadow form. "Sorry!" he called, tossing bolts at robots to get them to fire at him.

Above them all, Red Phoenix fought Zulfiqar, their two swords of force throwing sparks as they clashed. "Give up, Doctor Mahmoud!" Sarah demanded, the swords blazing where they touched. "Even your genius is no match for the Mantle's power!"

Zulfiqar smirked. "No weapon is stronger than its bearer, warrior," she replied, force field glowing around her, "and even your might is no match for my mind!" The villain's field lashed out, striking Sarah's – then surging lightning through her armour. Ema'Ge could tell that Sarah's defences had blunted the assault, but enough got through to shove her back. Zulfiqar flew around, arcing towards Sentinel. Frost wafted from the barrel of her multi-blaster.

"Now would be a good time, Slipstream," Caliburn said over comms, his voice raspy with effort and age.

"Just a few more seconds," Slipstream explained, racing around the battlefield. *These designs … Mahmoud's outdone herself. Without my Earth-speed, I wouldn't have had a chance of stopping them.*

Just as Zulfiqar took aim at Sentinel, Slipstream made his move. Dismantling the robots in two seconds, it took three more to build a weaponised Tesla Coil out of them. He indulged in an instant's smile at the thought of Wardenclyffe's engineers lusting after the device. Then he powered it up.

Lightning lanced from the coil, penetrating the defences of the robots and drones using data from the chips Ema'Ge had worked into the miniature tower. Zulfiqar's personal shields were too strong for his ad hoc device to affect, but her soldiers found their weapons shorted out by the second barrage.

Slipstream's momentary wonder burned out, collapsing before it could unleash a third volley, but it hardly mattered. Zulfiqar glared at him while the Guard rallied, wrapping up her forces as Ema'Ge caught his breath. "You," she muttered, "are a nuisance of galactic proportions, Parousian."

He saluted Zulfiqar, almost entirely serious as he did. "I do my best," he replied.

For a few seconds, she hovered there, the Guard preparing their next attack. Then Zulfiqar laughed. "Whenever you want aid in returning to your homeworld, Ema'Ge 412, do let me know." Then she vanished.

"I hate it when they do that," Caliburn sighed.

Ema'Ge shrugged. "You get used to it."

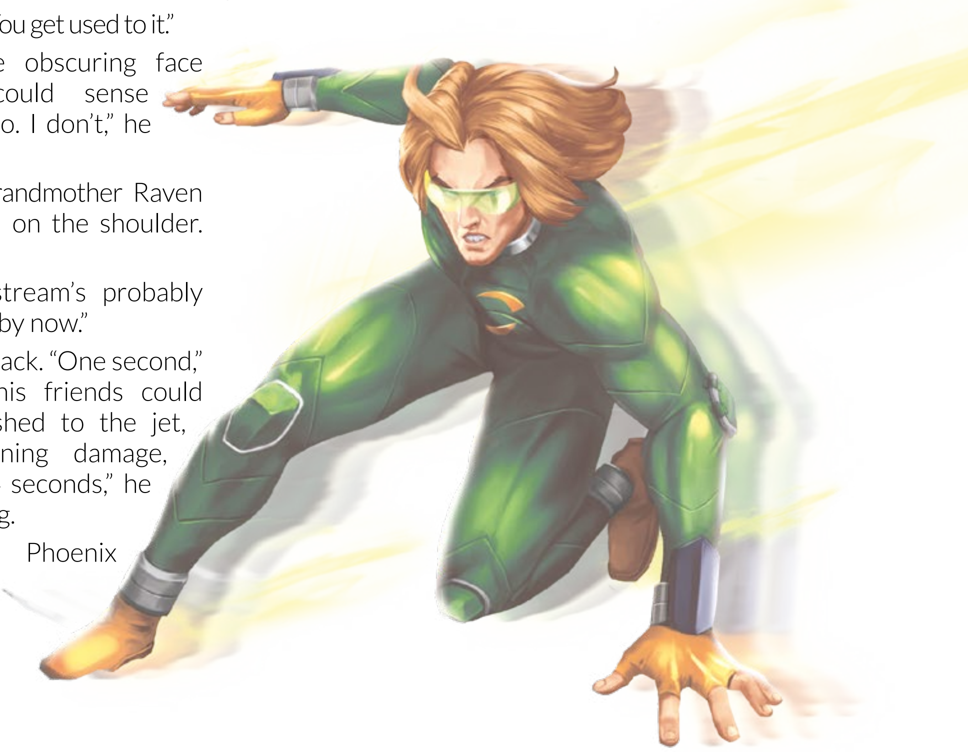
Even through the obscuring face plate, Slipstream could sense Caliburn scowling. "No. I don't," he growled.

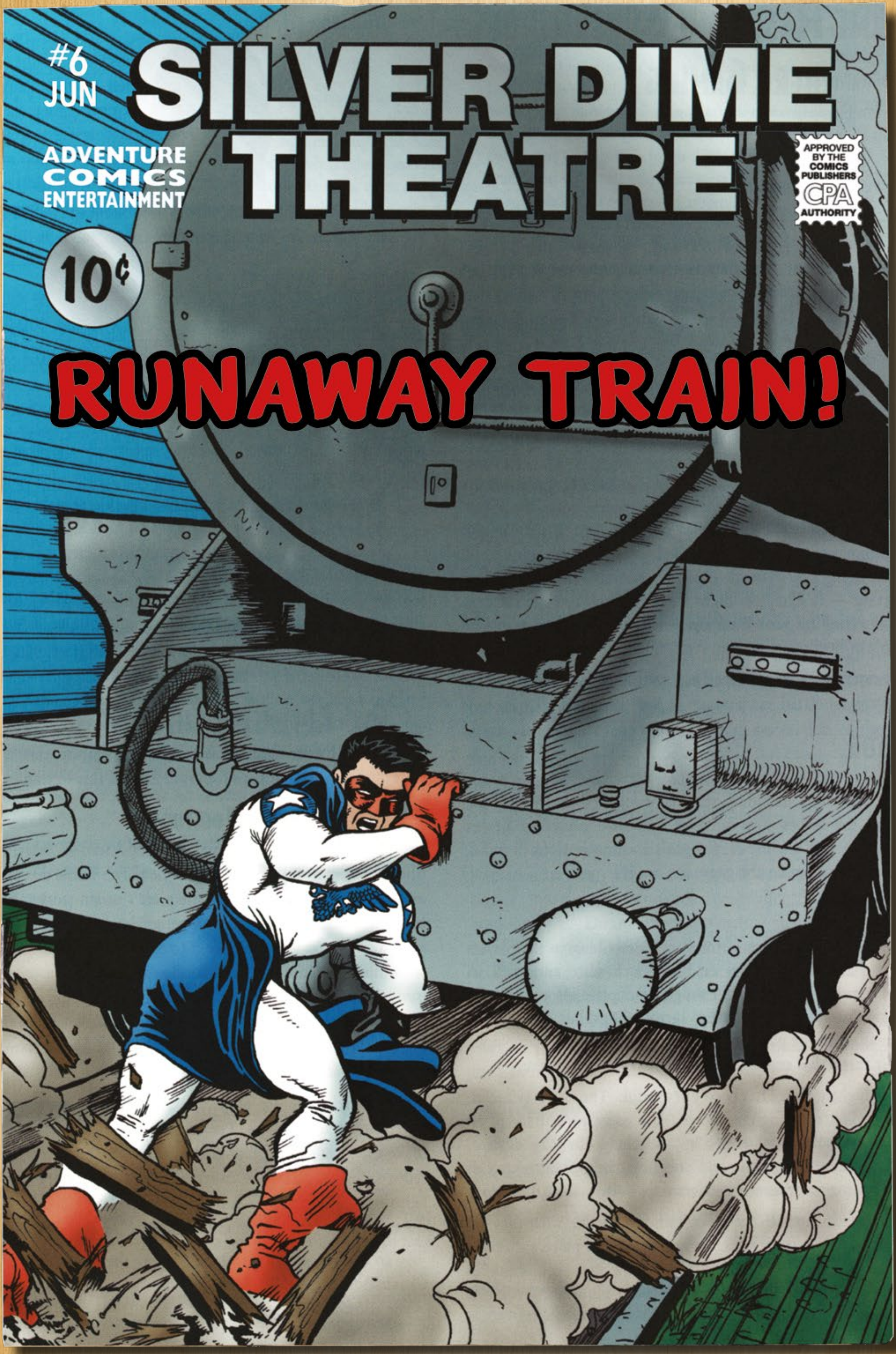
"Come on then," Grandmother Raven said, patting Caliburn on the shoulder. "Let's go home."

Max smiled. "Slipstream's probably fixed the Mercury Jet by now."

Slipstream smiled back. "One second," he replied. Before his friends could respond, Ema'Ge rushed to the jet, repaired the remaining damage, and zipped back. "1.4 seconds," he quipped, smile growing.

"Show off," Red Phoenix laughed.

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CHAPTER 06

ATTRIBUTE CUSTOMISATION

As you design your character, you may find that some Attributes don't function exactly the way you envision them. Perhaps they're too limited in scope – not offering enough options or alternatives – or maybe they're too broad and need to be scaled back. Fortunately, Absolute Power Attributes are easy to customise using Enhancements and Limiters to empower or dampen an Attribute's effect. You may have already assigned some Attribute-specific customisations detailed in Chapter 05 (particularly for the Weapon Attribute, for which there are many options), but there are also Enhancements and Limiters described in this chapter that have broader application across a wide range of Attributes.

Changing the way Attributes function from their baseline abilities can have unintended consequences on the game, and therefore adding additional Enhancements and Limiters is only allowed with your Game Master's approval.

EFFECTIVE ATTRIBUTE LEVEL

As mentioned briefly at the beginning of the previous chapter (page 61), adding an Enhancement or Limiter to an Attribute does not change its Character Point cost, but it does decrease (Enhancement) or increase (Limiter) the effective functioning Level of the Attribute by 1 Level for each assignment. With the exception of the circumstances detailed under the Weapon Attribute (page 128), additional Enhancements cannot be added if the effective Level of the Attribute would drop below Level 1.

REVERSED MODIFIERS FOR DEFECTS

Enhancements and Limiters normally only apply to Attributes. Gaming groups that enjoy pushing the boundaries of what is possible in game systems may consider the possibility of reversing these modifiers and applying them to Defects as well. That is, the Enhancements act as Limiters and increase the Defect's effective functioning baseline by 1 Assignment. Conversely, Limiters act as Enhancements and decrease the Defect's effective functioning by 1 Assignment. Not every modifier is appropriate for every Defect, of course, and so groups must consider each situation carefully.

For example, one assignment of the Area Limiter to the -4 Point "moderate" Ism Defect could indicate that the discrimination the character receives also impacts nearby allies in a 3-metre radius. This Limiter decreases the Defect from -4 Point "moderate" to -2 Point "slight". Another example: adding a Delay Enhancement to the Marked Defect could indicate a mark that appears after a certain period of time, and thus is more obvious once it finally manifests (i.e. from easy to difficult to conceal).

ULTIMATE CUSTOMISATION

If the specific vision of your character does not align with the range and scope of Enhancements and Limiters offered in Absolute Power, you are encouraged to create your own unique versions with GM permission. Even some of the canonical Sentinel-Earth characters (Book Two, page 225) use unique customisations, such as Slipstream's Unique Enhancement that counteracts his Superspeed's Maximum Limiter, or Seawolf's Unique Enhancement that permits regrowth of severed limbs even with his lower-powered Level 1 Regeneration.

ENHANCEMENTS

The four standard Enhancements described herein – Area, Duration, Range, and Targets – offer creative ways to make your Attributes unique and function differently from those of the other characters. Not every Attribute can have all four of these Enhancements assigned to them, however, and some Attributes cannot take any Enhancements at all (see Table 6-1, page 142, for a recommended list of allowable Enhancements). Even if a particular Enhancement can be assigned to an Attribute, give serious consideration to the story and game balance if you plan to make more than one or two assignments of an Enhancement. The fifth standard Enhancement, Potent, helps offset an Attribute with so many Limiters that it functions at a Level higher than what best fits the player's specific vision.

If the effect of an Attribute already exceeds one Assignment of an Enhancement, you'll need to assign the Enhancement enough times to improve the Attribute's function, or there will be no effective change. For example, the baseline Sixth Sense Attribute (page 110) already functions within a 10-metre proximity to the character – equivalent to two assignments of the Area Enhancement. To improve this Attribute further and widen the Area, you must make a minimum of three assignments of the Area Enhancement to extend the effectiveness to 100 metres.

Note that characters can typically use the Attribute Enhancements at less than their maximum effectiveness – anywhere up to the Assignment value – even if the Attribute also has the Maximum Limiter (page 148).

The Healing Attribute (page 87) costs 1 Point/Level and restores 5 Health Points/Level to a single target. Healing Level 4 therefore costs 4 Points and restores to one target a substantial 20 Health Points. If a player adds one assignment of the Range Enhancement to allow Healing of a selected target within 3 metres instead of through touch only, the Attribute still costs 4 Points (since it is still a Level 4 Attribute), but it functions 1 Level lower due to the extra advantage provided by the Range Enhancement (and is designated as "Range -1" in the character sheet stat block). Consequently, the Healing Attribute now functions as though it was Level 3 and restores 15 Health Points instead of 20.

AREA

Area defines the radius of influence of the Attribute, which is usually centred on the character. If the Area Enhancement is not assigned to an Attribute, it usually means the Attribute can affect only a single individual person or object.

AREA AND WEAPONS

If Area is assigned to the Weapon Attribute, the attacking character only makes one attack roll, but everyone in the Area of effect makes their own defence roll. Some targets in the Area may consequently be affected by the Weapon, while others may defend successfully. Furthermore, the GM may decide that a successful defence roll is not enough to escape the attack completely if there is no nearby cover to move behind that would completely block the effects of the Attribute; instead of negating the Area Weapon effect completely, a successful defence roll reduces damage by half. The GM may alternatively decide that a second opportunity – a successful Body Stat roll (with an appropriate Target Number) – allows an individual to avoid such damage completely.

0 Assignments	Single individual person/object
1 Assignment	Affects a small Area within quick reach (3 metres radius)
2 Assignments	Affects a moderate Area within a short sprinting distance (10 metres radius)
3 Assignments	Affects a building-sized Area (100 metres radius)
4 Assignments	Affects a neighbourhood-sized Area (1 km radius)
5 Assignments	Affects a city-sized Area (10 km radius)
6 Assignments	Affects a county-sized Area (100 km radius)
7 Assignments	Affects a country-sized Area (1,000 km radius)
8 Assignments	Affects a planet-sized Area (10,000 km radius)
9 Assignments	Affects an orbital-sized Area (100,000 km radius)
10 Assignments	Affects a lunar distance-sized Area (1M km radius; the space between a planet and its moons)
11+ Assignments	Previous Area x10

EFFECTIVE GAME DURATION

For most fast-paced RPG scenarios, the impact of an Attribute with a Duration Enhancement of one month, week, or even day may have the same game effectiveness as one that is permanent. To reflect this game reality and to keep Attribute costs reasonable for ones that are intended to be "permanent", the GM may allow 3-5 Duration assignments to indicate permanence rather than requiring Duration to be assigned 10 times.

6-1: ALLOWABLE ENHANCEMENTS

ATTRIBUTE NAME	ENHANCEMENTS
Cognition	Area
Control Environment	Area, Duration, Range
Dimension Walk	Area
Dynamic Powers	Enhancements are assigned as required while influencing the sphere of influence
Exorcism	Area, Range, Targets
Force Field	Area, Duration, Range
Healing	Area, Range, Targets
Illusion	Area, Duration, Range, Targets
Merge	Duration
Metamorphosis	Area, Duration, Range, Targets
Mimic	Duration, Range
Mind Control	Area, Duration, Range, Targets
Nullify	Area, Duration, Range, Targets
Plant Control	Duration
Portal	Area, Duration, Range, Targets
Power Flux	Enhancements are assigned as required while influencing the sphere of influence
Power Variation	Points can be reallocated amongst Enhancements for the selected variation Attributes
Projection	Area, Duration, Range
Sensory Block	Area, Duration, Range
Sixth Sense	Area, Range
Size Change	Duration
Summon Creatures	Area, Duration
Telekinesis	Area, Range
Telepathy	Area, Range, Targets
Teleport	Area, Range, Targets
Transfer	Area, Duration, Range, Targets
Transmute	Duration, Range, Targets
Unique Attribute	Area, Duration, Range, Targets
Unknown Power	Area, Duration, Range, Targets
Weapon	Area, Duration, Range

DURATION

Duration determines the maximum period of time that the Attribute's effect will influence a target (requires no concentration to maintain after it is activated). Most Attributes indicate in their descriptions how long it operates normally; adding the Duration Enhancement will increase this time. Duration does not usually apply when using the Attribute when affecting themselves (with the exception of the Mimic Attribute), since the character can simply reactivate the Attribute at will. At the end of an Attribute's Duration, its effects will cease. In circumstances where an Attribute's effects should be permanent, 10 assignments of Duration can be applied with GM permission (10 assignments = 1,000 years, which can be considered permanent).

DURATION AND WEAPONS

If Duration is applied to the Weapon Attribute, it is usually assigned in conjunction with the Area Enhancement. This means the Weapon attack remains active within the affected area for a prolonged period. Examples of this type of attack include chemical clouds, sheets of fire, electrical charges, or freezing vapours. If someone enters the Area while the Duration is still ongoing, they suffer damage or other effects as if they have been struck by the attack and will continue to suffer the effects each round until they leave the vicinity. The starting time for Duration when assigned to Weapons is different than for other Attributes, as noted.

0 Assignments	Remains in effect as long as the Attribute description indicates
1 Assignment	Remains in effect for 10 minutes (or 2 rounds for Weapons)
2 Assignments	Remains in effect for 1 hour (or 5 rounds for Weapons)
3 Assignments	Remains in effect for 1 day (or 10 rounds for Weapons)
4 Assignments	Remains in effect for 1 week (or 1 minute for Weapons)
5 Assignments	Remains in effect for 1 month (or 1 hour for Weapons)
6 Assignments	Remains in effect for 1 season (or 1 day for Weapons)
7 Assignments	Remains in effect for 1 year (or 1 week for Weapons)
8 Assignments	Remains in effect for 10 years (or 1 month for Weapons)
9 Assignments	Remains in effect for 100 years (or 1 year for Weapons)
10 Assignments	Permanent (GM permission); or remains in effect for 1,000 years (or 10 years for Weapons)
11+ Assignments	Previous Weapon Duration x10 (no further progression needed for non-Weapons, since those durations are already permanent)

POTENT

Potent is usually only assigned to Level 1 Attributes. To design an Attribute's functionality to match a specific vision for your character, it's sometimes necessary to assign more Limiters than Enhancements. Doing so increases the effective Level of an Attribute beyond the assigned Level. For example, a player might want their character to have a version of Flight that requires slight concentration while flying (one assignment of the Concentration Limiter) and burns 10 Energy Points for every minute of use (one assignment of the Deplete Limiter). An Attribute with two Limiters assigned functions at two Levels higher than the actual Attribute Level, so the player would only need to purchase Flight at Level 1 (10 kph speed) to gain the benefits of the effective Flight Level 3 (100 kph speed).

But what if the player only wants their character to fly at a top speed of 10 kph (Level 1 Flight) or 30 kph (Level 2 Flight)? With two Limiters, the slowest speed from a Level 1 Attribute assignment is 100 kph (Level 1 + 2 Limiters = effective Level 3 ability). That's where the Potent Enhancement comes in, which provides a more robust application of the Attribute but reigns in the effective Level to match the player's intention with their character. The intended function of this Limiter is why you usually only assign Potent to Level 1 Attributes (unless the GM decides otherwise to reflect a specific function, as is the case with some shields, page 244).

For details about minor and major edges, as well as Stat and Skill rolls, see Chapter 09 (page 172).

0 Assignments	Functions as indicated in the Attribute description
1 Assignment	The character receives a minor edge on Stat and Skill rolls in circumstances involving the Attribute's use
2 Assignments	The character receives a major edge on Stat and Skill rolls in circumstances involving the Attribute's use
3 Assignments	Similar to 1 Assignment, plus the character can also re-roll their dice once for each circumstance involving the Attribute's use (retaining the minor edge on the re-roll and keeping the best of the two rolls)
4 Assignments	Similar to 2 Assignments, plus the character can also re-roll their dice once for each circumstance involving the Attribute's use (retaining the major edge on the re-roll and keeping the best of the two rolls)
5+ Assignments	Previous Potent Rank +1 extra re-roll

RANGE

Range is a measure of how far away from the character the centre of an Attribute can be manifested (or fired, in the case of Weapons) and should not be confused with the Area Enhancement. If the Attribute also has Area assigned, characters may centre the Area effect on any location within the Range. Without assigning the Range Enhancement, an Attribute can only be used on the character directly or when touching a target.

0 Assignments	Activated through touch
1 Assignment	Short Range (3 metres)
2 Assignments	Moderate Range (10 metres)
3 Assignments	Building-sized Range (100 metres)
4 Assignments	Neighbourhood-sized Range (1 km)
5 Assignments	City-sized Range (10 km)
6 Assignments	County-sized Range (100 km)
7 Assignments	Country-sized Range (1,000 km)
8 Assignments	Planet-sized Range (10,000 km)
9 Assignments	Huge planet-sized Range (100,000 km)
10 Assignments	Lunar distance-sized Range (1M km)
11+ Assignments	Previous Range x10

TARGETS

Targets refer to the maximum number of people (or mass of objects, as relevant) that the Attribute can affect. If Targets is not assigned, the Attribute usually only affects the character directly or one other person as indicated in the Attribute description.

0 Assignments	Affects the character directly or one target (as appropriate)
1 Assignment	Affect up to 2 Targets at once
2 Assignments	Affect up to 5 Targets at once
3 Assignments	Affect up to 10 Targets at once
4 Assignments	Affect up to 25 Targets at once
5 Assignments	Affect up to 50 Targets at once
6 Assignments	Affect up to 100 Targets at once
7 Assignments	Affect up to 250 Targets at once
8 Assignments	Affect up to 500 Targets at once
9 Assignments	Affect up to 1,000 Targets at once
10 Assignments	Affect up to 2,500 Targets at once
11+ Assignments	Previous Targets x2 or x2.5

BARATO DEMONIO

LIMITERS

Limiters are restrictions on the scope of an Attribute that reduce its functionality or make it more difficult to use, while increasing the Attribute's effective Level. For example, if your Mind Control Attribute is a magical invocation that requires several seconds worth of chanting to cast, this is a Limiter. You do not usually apply Limiters directly to the Companion (page 74) or Item (page 91) Attributes, but you can apply Limiters to individual Attributes that are assigned to the Companion or Item.

6-2: ATTRIBUTE LIMITERS

- Acceleration
- Activation
- Assisted
- Backlash
- Charges
- Concentration
- Consumable
- Delay
- Dependent
- Deplete
- Detectable
- Emotional
- Environmental
- Equipment
- Haywire
- Ignore
- Imbue
- Irreversible
- Localised
- Maximum
- Object
- Permanent
- Recovery
- Semi-Permanent
- Timed
- Unique
- Unpredictable

ACCELERATION

The base effect of many Attributes – such as Metamorphosis, Illusion, Size Change, Transfer, and more – remain in effect for one minute or dramatic scene, as outlined in their descriptions. The Acceleration Limiter can be assigned, with GM permission, to shorten this effective time as most appropriate for the Attribute and player's vision for the character.

ACCELERATION AS AN ENHANCEMENT

Although shortening an Attribute's described one minute time limit is usually a drawback, it can instead act as an advantage for the Power Flux and Power Variation Attributes. In these instances, Flux Points or Character Points can only be reassigned every minute, and so reducing this waiting time is beneficial to the character. Consequently, Acceleration can be assigned as an Enhancement to these two Attributes rather than a Limiter (with GM permission, of course).

0 Assignments	Remains in effect as long as the Attribute description indicates (which is usually one minute or dramatic scene)
1 Assignment	Remains in effect for half a minute (or only part of a dramatic scene)
2 Assignments	Remains in effect for 5 rounds
3 Assignments	Remains in effect for 2 rounds
4 Assignments	Remains in effect for 1 round
5 Assignments	Remains in effect for 1-2 seconds
6 Assignments	The effect is instantaneous or has no significant duration

ACTIVATION

The Attribute requires a high degree of concentration, such as chanting an incantation, focussing personal energies, loading individual shots, preparing ingredients, or programming a computer. The character cannot move or make defence rolls on the same round that they use or activate the Attribute. It can also represent an Attribute's cool-down period – representing the time that must pass between multiple uses of the Attribute.

Activation is appropriate for Attributes that produce instantaneous effects, such as Healing or Weapon, and is also reasonable for ongoing Attributes like Armour or Flight – but only if they were assigned the Deplete, Detectable, Irreversible, or Recovery Limiters as well. Activation is not usually assigned to Attributes that can be kept on indefinitely without inconveniencing the user. Wearable Items are normally assumed to take an appropriate time to put on or remove, so do not assign Activation to Attributes embodied in such Items unless the individual Attributes requires further Activation once the Item is ready to use.

1 Assignment	Spend one round preparing the Attribute before it is used
2 Assignments	Spend one minute preparing the Attribute before it is used
3 Assignments	Spend one hour preparing the Attribute before it is used

ASSISTED

The Attribute requires supporting individuals who must be present for its ongoing function or activation. These assistants cannot be just anyone nearby since they must fulfil some sort of special requirement appropriate to the Attribute. This could be assigned to represent a major magical ritual that requires an entire congregation of chanting acolytes or an Attribute built into an Item that requires human or animal power (such as Water Speed requiring rowers or a carriage requiring a horse).

1 Assignment	A single assistant is required for the Attribute to function
2 Assignments	A small group of assistants (2-10) is required for the Attribute to function
3 Assignments	A large group of assistants (11-100) is required for the Attribute to function

BACKLASH

The character suffers an unfortunate side effect whenever the Attribute fails to work. If the character fails their appropriate Stat roll when using the Attribute or badly misses their target when attacking with a Weapon, the character is hit with the energy or essence that would have powered the Attribute's use. The Backlash could be physical damage, memory loss, Stat drain, disorientation, or many other effects that make the character's life more difficult. The player and GM should work together to determine the game effect of the Backlash.

1 Assignment	The Backlash occurs if the character fails their roll by a significant margin (6+)
2 Assignments	The Backlash occurs if the character fails their roll by a moderate margin (3+)
3 Assignments	The Backlash occurs if the character fails their roll

CHARGES

The character can only use the specific Attribute occasionally. This may result from a need to recharge the Attribute (or a device), an incredible drain on the character's internal reserves, a depletion of fuel for a vehicle, or a different form of limitation. Charges are normally applied to Attributes with instantaneous effects, such as Jumping or Teleport, or those that have a finite duration per use. The Recovery Limiter (page 148) is usually assigned to Attributes with ongoing effects, such as Armour or Flight.

1 Assignment	Only use the Attribute four to six times a day (or session)
2 Assignments	Only use the Attribute two or three times a day (or session)
3 Assignments	Only use the Attribute once a day (or session)

CONCENTRATION

The character must concentrate while using the ongoing Attribute (it does not apply to Attributes with an instantaneous effect). If the character's concentration is interrupted voluntarily or by an outside event, the Attribute ceases to function.

1 Assignment	Requires slight Concentration. The character can still defend and perform other general actions but cannot attack or use other Attributes that also require Concentration.
2 Assignments	Requires intense Concentration. The character can move at slow speeds and talk with others while using the Attribute but cannot perform any complex actions (including combat) or use any other Attribute.
3 Assignments	Requires full Concentration. The character cannot do anything else while using the Attribute and must remain still to devote their full attention to the Attribute.

CONSUMABLE

The Attribute requires some form of focus to use properly, which is destroyed when the Attribute is activated. This focus could be anything from candles and incense to tech components.

1 Assignment	Focus is easy to replace
2 Assignments	Focus is hard to replace
3 Assignments	Focus is very difficult to replace

DELAY

The Attribute does not take effect immediately after its use but rather activates some time later. This latency period may provide the targets or other characters time to nullify or otherwise avoid the Attribute's effect (GM's discretion). For example, if a young boy is bitten by a parasitic alien and will soon join the alien's brood (i.e. the alien used the Metamorphosis Attribute, page 95, with the Delay Limiter), his parents may still have time to take him to a hospital for emergency surgery (and thus countering the Metamorphosis before activation).

1 Assignment	Delay of a few minutes before activating
2 Assignments	Delay of a few hours before activating
3 Assignments	Delay of a few days before activating

DEPENDENT

The character cannot use this Attribute unless one or more other Attributes are used at the same time. Dependent is only a Limiter if this use is a significant disadvantage. For example, a character might have Armour that is Dependent upon Flight (the Armour ceases to function when the character is on the ground) but not Flight that is Dependent on Armour (since there is rarely a compelling reason to turn off Armour). Dependent is also valid if one Attribute requires the other to succeed, provided that a roll is required. For example, Mind Control might be Dependent on Metamorphosis – the character can only take control of people after transforming the targets. The player must justify the Dependent Limiter to the GM to avoid inappropriate combinations.

1 Assignment	Dependent Attribute takes effect when one other Attribute is activated
2 Assignments	Dependent Attribute takes effect when two other Attributes are activated
3 Assignments	Dependent Attribute takes effect when three other Attributes are activated

DEPLETE

The character's Energy Points are used to power a particular Attribute. The Energy Points will either be reduced after the Attribute's use (for Attributes for immediate effects, such as Teleport and Weapon), or while the Attribute is being used (for Attributes that are ongoing, such as Flight and Undetectable). For more information on Energy Points and their use, see page 59.

1 Assignment	Attributes with immediate effects burn 10 Energy Points for each use (or attempted use); ongoing Attributes burn 10 Energy Points each minute of use
2 Assignments	Attributes with immediate effects burn 20 Energy Points for each use (or attempted use); ongoing Attributes burn 5 Energy Points each round of use
3 Assignments	Attributes with immediate effects burn 30 Energy Points for each use (or attempted use); ongoing Attributes burn 20 Energy Points each round of use

DETECTABLE

While using the Attribute, the character can be pinpointed and possibly identified by others who have specific detection techniques. For example, the Attribute's use may create a loud noise or a bright flash, send vibrations through the ground, or emanate mental shock waves. Detection techniques that can pinpoint the Attribute's use include: astral, magic, psychic, spiritual, human sight/hearing/smell, infrared, radar, radiation, sonar, ultraviolet, vibration, and others. The Weapon Attribute, which is Detectable by default, is an exception to this Limiter – characters must acquire the Inconspicuous Enhancement (page 133) to make the attack undetectable. Detectable only applies if the Attribute calls attention to itself in an especially noticeable fashion and thus may not be appropriate for Items (which can normally be seen and identified).

1 Assignment	Detectable using 1-2 methods
2 Assignments	Detectable using 3-5 methods
3 Assignments	Detectable using 6-10 methods

EMOTIONAL

The Attribute only manifests in situations where the character is experiencing a strong emotional trigger. For example, a metahuman with this Limiter might only be able to use the Healing Attribute on someone with whom the character had a strong emotional tie (such as a friend or family member). Similarly, a Weapon may only function if the character was striking to avenge a loved one, reverse a humiliation, rescue a teammate, or save the world.

1 Assignment	Attribute use requires significant Emotional investment
2 Assignments	Attribute use requires strong Emotional investment
3 Assignments	Attribute use requires extreme Emotional investment

ENVIRONMENTAL

The Attribute only functions in a particular limited setting or condition. For example, Weapon (Environmental: Water) can represent a torpedo, while Absorption (Environmental: Fire-based Attacks) could represent a character who can only soak damage inflicted by heat-based weapons. This Limiter can also apply to non-physical situations, such as "when life is in danger" or "when fighting Haud" or "activates automatically under a specific identified condition". The environment can be common (one assignment), but should not be one that the characters will always encounter during the campaign. For example, "only in atmosphere" is not a valid Limiter unless much of the game action takes place in airless environments. This Limiter is also inappropriate if a limited environment is implicit in the Attribute, such as Water Speed being limited to travel through liquids. Environmental is useful for creating an internal Attribute such as a Weapon or Sixth Sense that is only usable within a specific structure or inside a large Item such as a starship.

1 Assignment	Adventures often take place in or near the specific environment
2 Assignments	Adventures occasionally take place in or near the specific environment
3 Assignments	Adventures rarely take place in or near the specific environment

EQUIPMENT

The Attribute requires specific materials, machinery, furnishings, or accessories to properly use. Unlike an Item, the required Equipment does not embody the Attribute but rather helps the character activate effects.

1 Assignment	Equipment is easily portable, such as a tool kit, vehicle, injections, or spell book
2 Assignments	Equipment is awkward to move, such as a statue, portable altar, or furniture
3 Assignments	Equipment is static, such as workshop, laboratory, or shrine

HAYWIRE

The character's Attribute is unstable. Whenever the character encounters a specific substance or condition, the Attribute fluctuates wildly and cannot be easily controlled. Depending on the specific Attribute, it may go Haywire automatically or only if the character activates its use. For example, the Attribute may cease to function or only operate at its maximum effectiveness, temporarily increase or decrease several Levels of effectiveness, apply its power in reverse, etc. The unpredictable effects are at the discretion of the GM each time the Attribute goes Haywire, though the change to the Attribute is temporary.

1 Assignment	The substance or condition is rare (meteor rock, ginger, eucalyptus, hurricanes); the fluctuation lasts for one to several rounds
2 Assignments	The substance or condition is uncommon (gold, cinnamon, bamboo, storms); the fluctuation lasts for one minute or dramatic scene
3 Assignments	The substance or condition is common (lead, pepper, maple tree, rain); the fluctuation lasts for one to several hours

IGNORE

The Attribute does not register a specific substance (such as wood, metal, lead, marble, etc.), a specific colour (such as yellow, blue, green, etc.), or a specific condition (such as one emotion, shape, number, environment, etc.) – which is known as the aspect. The Attribute cannot detect objects, characters, or situations exhibiting traits of that aspect and does not function against them. For example, a Weapon with Ignore: Unwilling Targets does not work against targets who resist the Attribute's use. Similarly, an Ignore: Rubber/Plastics Limiter assigned to the Force Field Attribute indicates that rubber and plastic objects are not impeded by the Force Field and can pass through it.

The Ignore Limiter is usually only be assigned to Attributes that affect, interact with, or sense items directly, such as Mind Control, Metamorphosis, Teleport, Transmute, Weapons, etc. Many Attributes (such as Flight, Healing, Superspeed, etc.) affect the character or their surroundings rather than an aspect, and consequently, the Ignore Limiter may not be a good fit. The GM and players should work together to establish parameters of Ignore and ensure the concepts are reasonable and balanced for the game.

1 Assignment	The substance, colour, or condition plays a rare role in the game. Examples include marble stone, a specific shade of yellow, paranoia, pentagrams, etc.
2 Assignments	The substance, colour, or condition plays an uncommon role in the game. Examples include wood, teal, jealousy, multiples of 10, etc.
3 Assignments	The substance, colour, or condition plays a common role in the game. Examples include metal, blue, fear, circles, etc.

IMBUE

Imbue is usually assigned with the Charges Limiter. The character does not use the Attribute themselves but instead grants its use to others for the duration of one dramatic scene. The Imbue effect does not transfer to the target along with the Attribute, but the effective Attribute Level is otherwise unchanged. Imbue can represent blessings the character performs for protection, a wish-granting ability, technical upgrades performed by the character, etc. Imbue is often assigned to one of the following Attributes: Armour, Augmented, Heightened Awareness, Immutable, Massive Damage, Melee Attack, Melee Defence, Mulligan, Ranged Attack, Ranged Defence, Resilient, and Special Movement.

1 Assignment	Imbue 4-5 people
2 Assignments	Imbue 2-3 people
3 Assignments	Imbue 1 person

IRREVERSIBLE

This Limiter can only be taken in conjunction with Attributes that change the physical appearance or structure of the character, such as Alternate Form, Alternate Identity, Change State, Elasticity, Size Change, or Undetectable. Once the character has transformed from their normal state, they cannot transform back to a prior form without meeting certain conditions. This might include a magical ritual, work by mechanics or lab technicians, consuming a specific substance, or simply the passage of time.

1 Assignment	It takes several hours of work or special circumstances to enable the character to transform back to an earlier form
2 Assignments	As above, but the process also requires expensive or rare components, ingredients, or prerequisites
3 Assignments	As above, but the reversion process takes several days

LOCALISED

Only part of the character's body is affected by a specific Attribute. Localised is most commonly used for the following Attributes: Absorption, Alternate Form, Armour, Change State, Conversion, Resilient, Superstrength, and Undetectable. For example, a character might only receive Armour benefits against abdominal attacks, or possess the ability to turn their left arm invisible only, or have bionic legs with Superstrength, etc.

LOCALISED ITEM ARMOUR

Creating a vehicle Item that has Armour with one assignment of the Localised Limiter usually indicates that the character rides on top of the vehicle rather than inside it (which is contrary to the normal use of most vehicles), and consequently, it does not provide full Armour protection. For example, motorcycles, small motorboats, ultralight aircraft, etc. all have one assignment of the Localised Limiter on their Armour.

1 Assignment	Affects a large part of the body (torso, both legs or arms, etc.)
2 Assignments	Affects a small part of the body (one leg or arm, abdomen, chest, head, etc.)
3 Assignments	Affects a tiny part of the body (one hand or foot, face, groin, knee, etc.)

MAXIMUM

The character cannot use the specific Attribute at the lower end of its power range and always functions at its Maximum strength (consider effective Level, not actual Level). This could represent a character who is too talented for their own good, an Item that only functions within certain maximum parameters, a powerful character who pushes the Attribute's limits so often that they have forgotten how to use it at a lower Levels, an alien with powers that functions at maximum intensity on Earth, etc.

This Limiter is usually only appropriate for the following Attributes: Change State, Dynamic Powers, Elasticity, Flight, Ground Speed, Illusion, Jumping, Plant Control, Projection, Spaceflight, Superspeed, Teleport, Transmute, and Water Speed. In particular, the Weapon Attribute rarely takes the Maximum Limiter unless the inability to inflict lower damage is a significant detriment to the character, such as a hero with a forceful Weapon attack that blankets a large area (and can thus injure bystanders whenever it is used). The GM must approve its exact application to ensure the Attribute is sufficiently limited; if there are few drawbacks to regularly using the Attribute at full strength, Maximum should not apply.

1 Assignment	The character's Attribute is at Level 2 and always functions at its Maximum effectiveness
2 Assignments	The character's Attribute is at Level 3 or 4 and always functions at its Maximum effectiveness
3 Assignments	The character's Attribute is at Level 5+ and always functions at its Maximum effectiveness

OBJECT

Object is usually assigned to Item Attributes that are contrary to the Item's normal use and are primarily useful for the benefit of the Item itself and not the character who uses it. For example, a costume with Immunity: Fire and the Object Limiter could not be damaged by fire or heat but would not provide the wearing character similar protection (which would be the normal use of an Item with Immunity). Similarly, a cloak with Flight and the Object Limiter might be able to fly to the wearer upon command, but the character could not actually fly while wearing it (which would be the normal use of an Item with Flight). Consult the Game Master to determine the normal use of an Item's Attribute.

1 Assignment	The Item's Attribute still provides moderate benefit to the character
2 Assignments	The Item's Attribute still provides slight benefit to the character
3 Assignments	The Item's Attribute hardly provides any benefit to the character

PERMANENT

The Attribute is always functioning, and the character cannot turn it off. This Limiter only applies to Attributes that would inconvenience the character if the Attribute is always active, such as Change State, Force Field, Nullify, Undetectable, etc. The player and GM should discuss the problems and limitations associated with an eternally active Attribute.

1 Assignment	Attribute is a slight inconvenience
2 Assignments	Attribute is a minor inconvenience
3 Assignments	Attribute is a moderate inconvenience

RECOVERY

After the character uses the ongoing Attribute, they cannot use it again for a specific period of time. The longer the Attribute is used, the longer the rest period must be. For example, the muscles of a character with Superstrength may need time to recuperate, or an Item that grants Flight may need to be recharged between uses. Only under exceptional circumstances can the character use the Attribute again before the waiting period has elapsed. This Limiter is usually incompatible with the Deplete and Charges Limiters.

1 Assignment	For every 1 minute the character uses the Attribute, the Recovery time is 1 minute before the Attribute functions again. Maximum of 12 hours straight use.
2 Assignments	For every 1 minute the character uses the Attribute, the Recovery time is 10 minutes before the Attribute functions again. Maximum of 4 hours straight use.
3 Assignments	For every 1 minute the character uses the Attribute, the Recovery time is 1 hour before the Attribute functions again. Maximum of 1 hour straight use.

SEMI-PERMANENT

The Attribute is always functioning, though the character can turn it off for short periods by expending Energy Points. This Limiter only applies to Attributes that would inconvenience the character if the Attribute is always active, such as Change State, Force Field, Nullify, Undetectable, etc. The player and GM should discuss the problems and limitations associated with an eternally active Attribute.

1 Assignment	Attribute is a minor inconvenience to the character; can be turned off at a cost of 1 Energy Points/minute
2 Assignments	Attribute is a moderate inconvenience to the character; can be turned off at a cost of 10 Energy Points/minute
3 Assignments	Attribute is a major inconvenience to the character; can be turned off at a cost of 10 Energy Points/round

TIMED

This Limiter can only be assigned to Attributes that are ongoing or permanent (not instantaneous) which are typically also incompatible with the Duration Enhancement. The character can only use the Attribute for a limited duration before it stops working. Attributes that normally function for one minute or dramatic scene (such as Change State, Mimic, Nullify, Size Change, etc.) require at least three assignments of Timed.

Single-use, fixed duration Items like metahuman booster injections often have Attributes with the Timed Limiter. The GM may also impose additional restrictions on consecutive uses of a Timed Attribute to ensure that its limited duration is indeed a hindrance (for example, boosters toxicity may prevent too many consecutive injections). Other Limiters instead restrict the number of uses per day (Charges, page 145) or the period of time between uses (Recovery, page 148).

1 Assignment	Attribute remains in effect for up to one hour
2 Assignments	Attribute remains in effect for up to one minute or dramatic scene
3 Assignments	Attribute remains in effect for up to five rounds

UNIQUE LIMITER

This covers any and all possible Limiters that an Attribute might possess but are not detailed in the rules. This offers a near-endless number of restrictions, and consequently, the player and GM should discuss the ramifications of the Unique Limiter.

1 Assignment	Unique Limiter imposes minor restrictions on the Attribute
2 Assignments	Unique Limiter imposes moderate restrictions on the Attribute
3 Assignments	Unique Limiter imposes major restrictions on the Attribute

AMARANTH

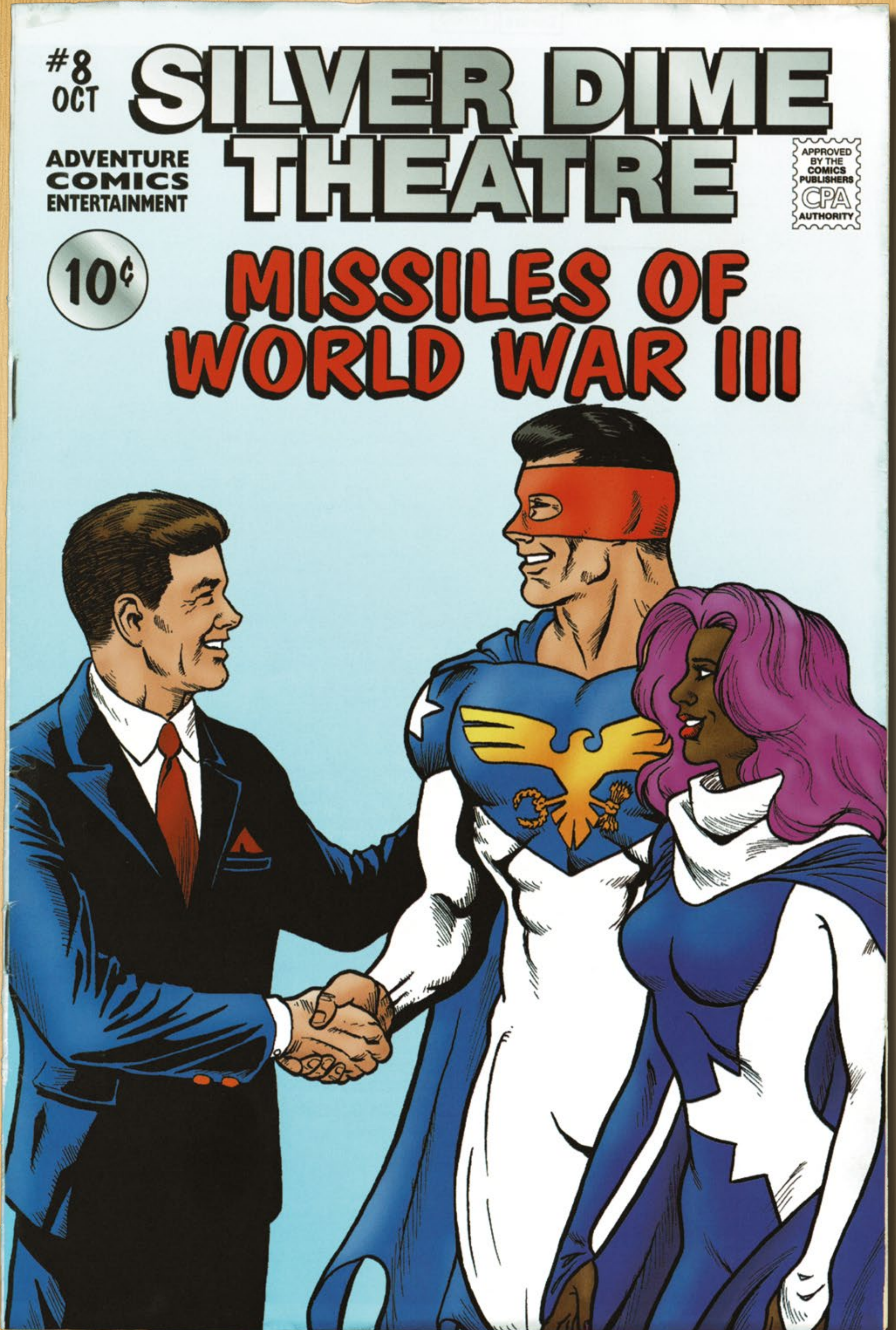
UNPREDICTABLE

The character's Attribute frequently does not function when desired and requires a successful Stat roll to use. If the Attribute does not have a Relevant Stat entry, use the character's Soul Stat. At the GM's and player's discretion, Unpredictable can also represent an Attribute that does not always function in the manner desired. For example, a character with Plant Control might control the wrong plants, or a Force Field might not always appear in the correct place. For this alternative, the Stat roll determines if the Attribute operates properly; a failed roll indicates that it activates in an unexpected manner.

1 Assignment	The Attribute's use requires a successful Average Stat roll (Target Number 12)
2 Assignments	The Attribute's use requires a successful Difficult Stat roll (Target Number 15)
3 Assignments	The Attribute's use requires a successful Challenging Stat roll

6-3: SAMPLE UNIQUE LIMITERS

- Roll to maintain control
- Easy to counteract
- Flawed results
- Initiative penalty to use
- Limited functioning
- Must remain still
- Naked form only
- Restricts movement
- Time limit
- Under conditions
- Usage inflicts pain
- Use weakens character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CHAPTER 07
CHARACTER DEFECTS

Defects are disadvantages through which your character must suffer in order to overcome the hardships of day-to-day life. Defects serve as an excellent (and sometimes comical) role-playing opportunity and offer interesting plot hooks for your GM to use during adventures. They should only impede your character to a limited extent, though, and are not intended to totally negate their many abilities. If assigned to Items (see page 91), Defects indicate built-in flaws or drawbacks that make it more difficult to use or render it less effective than ideal.

Carefully consider the number of Defects that burden your character. One to five Defects is normally appropriate since your focus should be the capabilities of your character rather than their disadvantages. Additionally, it should be rare to assign a multitude of Defects above one Rank due to their restrictive nature (Size Templates excluded, page 47).

DEFECT RANKS

Defects have a negative Point cost that gives back Character Points to your character, depending on how severely the Defect will impact their life. Defects that do not inflict a significant disadvantage (such as a weakness to bullets made from the ice of the dwarf planet Pluto) are not worth any negative Points. It's easy to think of Defects as negative Attribute Levels that hinder rather than help the character.

Defects are therefore categorised into three groups, depending on how much they reduce the final Point cost of the character:

- Lesser Defect – Reduces the final cost of your character by 1, 2, or 3 Points (-1 Point/Rank).
- Greater Defect – Reduces the final cost of your character by 2, 4, or 6 Points (-2 Points/Rank).
- Serious Defect – Reduces the final cost of your character by 3, 6, or 9 Points (-3 Points/Rank).

BEYOND THREE RANKS

Typically, only Defects associated with character and Item sizes other than Medium – such as Awkward Size (for Items only), Inept Attack, Inept Defence, and Unique Defects – can exceed 10 Ranks. See page 47 for details about Size Templates.

UNUSED POINTS

If after assigning a few Defects your character's total Character Point cost is now less than the number of Points you were assigned by the GM, you have three options:

INCREASE YOUR BENEFITS

You can return to previous character creation steps and assign additional Stats, Templates, or Attributes, which increases your Character Point cost up to your correct starting total.

ADD UNKNOWN ELEMENTS

You can assign the unused Points to the Unknown Power Attribute (page 126), which allows the GM to assign hidden abilities to you that are appropriate for your role in the game's storyline.

BANK FOR THE FUTURE

You can save the unused Points for future consideration and allocate them at an appropriate time.

APPROPRIATE DEFECTS

Defects include both normal character flaws and some that are more appropriate for more-than-human characters or equipment. Most Defects are appropriate for all characters with the following exceptions: Achilles Heel, Awkward Size, Bane, Involuntary Change, and Vulnerability. These Defects are most applicable to nonhuman or superhuman characters as well as to Items.

DEFECTS AND DUAL IDENTITIES

If a character maintains a dual identity, some of their Defects may not affect them in one of the identities. For example, a masked vigilante may be wanted by the police on murder charges (the Wanted Defect), but their alternate identity may be a respected member of the Empire City business elite. In these instances, the character will receive fewer Points back from the Defect.

If either the character's normal or secret identity (but not both) suffers from a Defect, the value of the Defect is worth 1 Rank less. For example, if a character's secret identity has the Magnet Defect at -3 Points, it is only worth -2 Points to the character though it functions at -3 Points. In this way, single-identity Defects function in a similar way as Attribute Enhancements (page 141). If both (or multiple) identities suffer from the identical Defect, at the same or different Point values, use the one that returns the greatest number of Points. If a character only has one identity, the Defects return Points as normal.

DEFECTS AND SOCIAL AWARENESS

Assigning Defects can align the game mechanics of Absolute Power to your vision for your character, as well as create excellent opportunities for engaging role-playing. It's important to approach the portrayal of Defects with maturity and sensitivity when touching upon many real-life physical and social issues that have far-reaching implications and impacts on others. Superhero stereotypes can provide many laughs around the gaming table, but being mindful of the emotions and sensitivities of others should always take priority.

Role-playing is about having fun with friends. No one should ever feel marginalised, ridiculed, or targetted because a character's portrayal fails to consider how it may impact players in the group.

PHYSICAL VS. SOCIAL DEFECTS

In an effects-based RPG system like the Tri-Stat System used in Absolute Power, the intended outcome of what players and GMs are trying to achieve is more important than the precise name by which the powers are called. For example, the Change State Attribute at Level 6 allows a character to become incorporeal. This could be assigned to indicate the ability to shift the character's body into the Astral Plane, as seen with Ghost Lion and Alice, Queen of Hearts. Astral projection isn't precisely incorporeal, but it carries an equivalent game effect. In this situation, the naming is irrelevant to the effective results of the Attribute's use.

But everyone knows that labels do matter, and words do have power. Consequently, it is vital to carefully consider the implications on your player group when slotting certain character disadvantages into Defects.

For example, post-traumatic stress disorder (PTSD) and depression (amongst many other examples) are real-life struggles that may be expressed through both psychological and physiological components. Would characters with PTSD have the Physical Impairment Defect or Social Fault Defect, or perhaps something else entirely? Even breaking down the Defect label into "Social" and "Fault" may imply aspects that are offensive or hurtful to some players who have experience with PTSD – a disorder that is very real and physical and isn't a person's "fault".

Many similar psychological vs. physical examples (sometimes framed in discussions as nature vs. nurture developments) can be found across a wide spectrum of real-life challenges, such as chemical and social addictions, societal stigmas, mental health challenges, and more. For such character disadvantages, there isn't one specific way that they should be applied.

When in doubt, always choose the option that avoids harm and conflict. If it's difficult to see a resolution to an issue in your gaming group – and it perhaps has the potential to adversely affect the comfort of one or more players – it is always best to put the matter aside and not integrate those character ideas into the game. After all, not all aspects of character motivations and backgrounds need to be translated into game labels and Point values to have an impact on a player's role-playing portrayal; sensitive concepts can be internalised and used as passive inspiration instead.

As a universal role-playing game system that strives to cover a spectrum of superheroic concepts and ideas, Absolute Power won't get it all right. With careful consideration of labels in your game group, though, such character aspects can be addressed with non-judgemental compassion.

7-1: CHARACTER DEFECTS

DEFECT NAME	TYPE	POINTS	PAGE
Achilles Heel	Greater	-2/-4/-6	153
Awkward Size	Greater	Special	153
Bane	Greater	-2/-4/-6	153
Blind Fury	Greater	-2/-4/-6	154
Conditional Ownership	Lesser	-1/-2/-3	154
Confined	Serious	-3/-6/-9	154
Cursed	Greater	-2/-4/-6	154
Easily Distracted	Lesser	-1/-2/-3	155
Fragile	Lesser	-1/-2/-3	156
Hounded	Greater	-2/-4/-6	156
Impaired Manipulation	Serious	-3/-6/-9	156
Impaired Speech	Serious	-3/-6/-9	156
Inept Attack	Lesser	-1/-2/-3	156
Inept Defence	Lesser	-1/-2/-3	156
Involuntary Change	Lesser	-1/-2/-3	157
Ism	Greater	-2/-4/-6	157
Magnet	Lesser	-1/-2/-3	157
Marked	Lesser	-1/-2/-3	157
Nemesis	Lesser	-1/-2/-3	158
Nightmares	Lesser	-1/-2/-3	158
No Healing	Greater	-2/-4/-6	158
Obligated	Greater	-2/-4/-6	158
Phobia	Lesser	-1/-2/-3	159
Physical Impairment	Serious	-3/-6/-9	160
Red Tape	Lesser	-1/-2/-3	160
Reduced Damage	Serious	-3/-6/-9	160
Sensory Impairment	Serious	-3/-6/-9	161
Shortcoming	Lesser	-1/-2/-3	161
Significant Other	Lesser	-1/-2/-3	162
Skeleton in the Closet	Greater	-2/-4/-6	162
Social Fault	Lesser	-1/-2/-3	162
Special Requirement	Serious	-3/-6/-9	163
Unappealing	Lesser	-1/-2/-3	163
Unique Defect	Special	Special	163
Vulnerability	Greater	-2/-4/-6	163
Wanted	Greater	-2/-4/-6	163
Weak Point	Greater	-2/-4/-6	163

WEAKER DEFECTS FOR FLAVOUR

Character disadvantages that usually have less impact than a single Defect Rank do not return any Points to your character, though they can still be strong narrative elements that present role-playing opportunities. For example, a Bane that inflicts only 1 damage/round may not return Points, but that specific substance may play an important story role in the game. Similarly, a character who is Confined to the planet or has slightly Impaired Speech would have insignificant hardships in the scope of a traditional superhero setting.

ACHILLES HEEL

A Greater Defect. The character loses twice as many Health Points as normal from a particular attack form, which must fit with the character concept. It might be something with appropriate mystic resonance, such as wooden stakes for vampires or silver weapons for werewolves. It could also reflect the character's nature, such as a nightmarish character taking extra damage from holy or blessed objects, or an alien's weakness to weapons from their home planet.

-2 Points	The attack form is rare
-4 Points	The attack form is uncommon
-6 Points	The attack form is common

Canada's most famous national superhero, Magistrate, developed an Achilles Heel to rare Chaos Energy after enduring decades of Haud experimentation (-2 Points).

AWKWARD SIZE

A Greater Defect. This Defect only applies to non-living Items, since characters and creatures should acquire a Size Template instead (page 47). Awkward Size means the Item is notably larger and more massive than an ordinary human. An Item with Awkward Size may have trouble fitting through openings and moving through narrow alleys and is much easier to notice. The larger the Item, the more Points this Defect will be worth (-2 Points/Rank). Size often refers to the Item's longest dimension.

Larger Items make bigger targets in ranged combat. For every Awkward Size category the target is larger than the attacker, the attacker gains a +2 bonus to hit with a ranged weapon. Conversely, for every Awkward Size category the target is smaller than the attacker, the attacker receives a -2 penalty with a ranged weapon. For example, if a Huge Rank 2 fighter jet and a Gargantuan Rank 5 space cruiser are in ranged combat, the Rank 2 jet gains a +6 bonus to hit while the Rank 4 cruiser suffers a -6 penalty.

Table 7-2 shows the suggested progression of height/length and mass. Select a size and then assign an appropriate mass (usually within the range provided). Size 0 (the usual human-sized Medium standard) is shown for comparison purposes.

BANE

A Greater Defect. A character with the Bane Defect is vulnerable to an otherwise non-damaging substance such as water or sunlight, or a specific element, material, or object. The Bane should relate to the character's background or Attributes in some way. The character suffers damage if their skin is physically touched by the Bane. If the Bane does not require direct physical contact (such as sunlight, seeing one's reflection, hearing the sound of a temple bell, or having the Bane in close proximity), the exposure damage is halved. Alternatively, if the Bane only affects the character when ingested, the damage is doubled. Finally, the damage inflicted assumes that the Bane is common, such as water, sunlight, steel, or wood. If it is less common, such as a specific holy symbol, religious scripture, extreme temperatures, or a rare element, the damage is also doubled. If it is even more rare such as one particular artefact, the damage may be tripled or quadrupled as determined by the GM.

-2 Points	The Bane inflicts minor damage: 10 damage per round of exposure
-4 Points	The Bane inflicts moderate damage: 20 damage per round of exposure
-6 Points	The Bane inflicts major damage: 30 damage per round of exposure

Sentinel's atomic powers impose a Bane upon his body: he suffers heightened damage from excessively cold temperatures below -100 ˚C. The skin of nearly every organic lifeform will become damaged at that temperature, but Sentinel is particularly susceptible to it. Since temperatures that cold are uncommon, but not rare, in a game involving superbeings, his Rank 1 Bane Defect inflicts 20 damage/round instead of 10.

7-2: AWKWARD SIZE

RANK	SIZE	POINTS	HEIGHT/LENGTH	COMPARISON SIZE	TYPICAL MASS RANGE
0	Medium	0	1 - 2 metres	Average Human	50 - 150 kg
1	Large	-2	3 - 4 metres	Horse	200 - 1,200 kg
2	Huge	-4	5 - 8 metres	Elephant	1.5 - 8 tonnes
3	Mammoth	-6	9 - 15 metres	House	10 - 60 tonnes
4	Gigantic	-8	16 - 30 metres	Small Office (5-10 Floors)	75 - 500 tonnes
5	Gargantuan	-10	31 - 60 metres	Medium Office (10-15 Floors)	550 - 4,000 tonnes
6	Colossal	-12	61 - 125 metres	Statue of Liberty	4 k – 30 k tonnes
7	Enormous	-14	126 - 250 metres	Large Office (30-60 Floors)	40 k – 250 k tonnes
8	Monstrous	-16	251 - 500 metres	Olympian Tower (60-120 Floors)	300 k – 2 M tonnes
9	Titanic	-18	501 - 1,000 metres	World's Tallest Buildings	2 M – 15 M tonnes
10	Monumental	-20	1,000 – 2,000 metres	Small Mountain	15 M – 125 M tonnes

BLIND FURY

A Greater Defect. Under specific conditions selected by the player and approved by the GM, the character will enter a state of unbridled anger. The character will furiously attack the closest person while enraged, whether that individual is a friend or foe. Once that person is defeated or flees, the berserk character will attack the next closest perceived threat. Examples of conditions that might initiate Blind Fury include: receiving a certain amount of damage, the sight of blood, a specific sound or smell, being outnumbered in combat, seeing a friend in danger, confrontation with a specific opponent, feeling disrespected, etc.

The character can only return to a normal emotional state under another specific condition. This return could involve a Soul Stat roll or could be an automatic reversion over time. Examples of return conditions include: no targets in the vicinity, a specific calming technique performed by an ally, solitude, injection of a particular drug, being knocked unconscious, etc.

-2 Points	Initiating Blind Fury is difficult; reverting to a normal emotional state is easy
-4 Points	Initiating Blind Fury and reverting to a normal emotional state are both moderately difficult
-6 Points	Initiating Blind Fury is easy; reverting to a normal emotional state is difficult

Both enemies and allies know that Janus's emotional state is unpredictable at the best of times. Janus has Rank 2 Blind Fury; if his plans fail or are foiled due to bad luck (as he perceives it), he becomes unhinged and a little murderous. The conditions that eventually lead to reversion to his normal state vary between incidents.

CONDITIONAL OWNERSHIP

A Lesser Defect. This Defect can only be assigned to a Companion or Item (not characters), indicating that the person or object actually belongs to another individual or organisation instead of the creating character. The Companions or Items may be issued to the character, but the organisation imposes mild, strict, or severe conditions on their use.

MILD CONDITIONS

The character can use the objects or allies for some personal business (such as travelling or recreational use), but if they are released from the organisation or disobey direct orders, the objects can be taken away. The character can also be assigned different equipment at any time at the discretion of the organisation. For example, a police detective might have conditional use of an unmarked police car.

STRICT CONDITIONS

The character is only permitted to use the objects or allies for activities sanctioned by the organisation. This is the way most military and police equipment is issued. If the character is caught using the objects for personal activities, they will be reprimanded.

SEVERE CONDITIONS

The character can only use the objects or allies under specific orders. A government-owned time travel device would probably fall under this category. Using the objects at any other time results in incarceration, physical punishment, or even death.

-1 Point	Mild conditions are imposed on the object's ownership and usage
-2 Points	Strict conditions are imposed on the object's ownership and usage
-3 Points	Severe conditions are imposed on the object's ownership and usage

The armoured and fire-retardant tech costume that Wardenclyffe created for Citizen Prometheus carries the Conditional Ownership Defect at Rank 1. Prometheus can use the costume as desired but must return it should he retire from his position as a Warden.

CONFINED

A Serious Defect. This Defect prevents the character or Item from leaving a narrowly defined area. This may represent an undead villain that is cursed to haunt a particular place, an android that is programmed to follow a specific guard route, or someone under house arrest or forbidden to leave the country.

-3 Points	Confined to a large area (100 km radius), such as a single kingdom, country, or large city
-6 Points	Confined to a moderate area (1 km radius), such as a small town or multi-structure complex
-9 Points	Confined to a small area (100 m radius), such as a tiny village or single building

CURSED

A Greater Defect. A Cursed character has likely offended a great being of power in their past or is the direct descendent of someone who did (since Curses often pass through bloodlines). A Curse may also be assigned to an entire species that have fallen out of favour with a god. The Curse can take a near-limitless number of forms but should not provide a character with an obvious advantage (remember, it's a curse!). The exact nature, background, and limitations of the Curse should be discussed with the GM.

-2 Points	Curse imposes a slight disadvantage
-4 Points	Curse imposes a moderate disadvantage
-6 Points	Curse imposes a severe disadvantage

Doc Cimitière was Cursed to return to life as a zombi after The Baron refused to release his spirit to the afterworld. The Doc learned to push through the pain and bend spirits to his will, though bad luck now follows him wherever he goes. The undead Vodou priest suffers from the severe disadvantages of Cursed Rank 3.

EASILY DISTRACTED

A Lesser Defect. Some characters are Easily Distracted by events, objects, people, or ideas, which are collectively known as triggers. Notable examples of triggers include: attractive members of the opposite or same sex, wealth, food, movie stars, hobbies, gossip, hot cars, music, one's own looks, books or scrolls of ancient lore, magical items, etc. A character with this Defect will become enthralled with the trigger until it can no longer influence them. Many characters have interests in a variety of triggers but do not possess this Defect because their interest is moderated by their sense of judgement and decorum.

-1 Point	Easily Distracted by a trigger that is encountered infrequently
-2 Points	Easily Distracted by a trigger that is encountered frequently, or by a few infrequent triggers
-3 Points	Easily Distracted by a trigger that is encountered constantly, or by a several infrequent triggers

BELLESHROUD

Belleshroud's time working with Pan as her sidekick Belle opened her eyes to the horrors that befall children in a world filled with supernatural horrors. She and Pan both exhibit the same Rank 2 Easily Distracted Defect when children are endangered.

FRAGILE

A Lesser Defect. The character is less durable than their Body and Soul Stats would otherwise suggest. This Defect is appropriate for characters with a "glass jaw" or those who succumb to physical trauma easily.

-1 Point	Health Points are decreased by 10
-2 Points	Health Points are decreased by 20
-3 Points	Health Points are decreased by 30

HOUNDED

A Greater Defect. The character is recognisable by many people, and thus it is difficult for them to keep secrets or maintain a private life. In a modern setting, journalists and photographers follow the character's movements regularly and report their actions on television, in newspapers, and on websites. Hounded is a particularly significant disadvantage for superheroes and supervillains who maintain secret identities.

-2 Points	The constant attention the character receives is slightly inconvenient
-4 Points	The constant attention the character receives is moderately inconvenient
-6 Points	The constant attention the character receives is severely inconvenient

Many public superheroes are Hounded by the media and adoring citizens. Those that primarily keep out of the public eye, like Caliburn, only suffer from Rank 1; more public figures, like Grandmother Raven, suffer from Rank 2. Sentinel, the world's most famous and public superhero, is Hounded constantly (Rank 3).

IMPAIRED MANIPULATION

A Serious Defect. The ability to manipulate objects with hands or other appendages is one of the major advantages that humans (and humanoid aliens and animals) have over other species. If a character lacks these abilities, due to natural design or an unfortunate accident, they will be at a significant disadvantage.

-3 Points	The character only has one usable arm. They cannot easily hold objects during unarmed combat or while using a hand-held Weapon.
-6 Points	The character has rudimentary manipulative ability using paws or talons, such as that possessed by a cat, dog, octopus, or bird. The character can grapple and lift things but cannot perform tasks that require fine manipulation (such as using tools or hand-held Items, or firing a pistol).
-9 Points	The character has no usable arms. They cannot carry or grab objects, nor can they easily engage in physical combat. This rank includes animals with no manipulative ability, such as horses, deer, fish, and snakes.

IMPAIRED SPEECH

A Serious Defect. The ability to communicate through language is a major advantage that humans have over other animals. If a character lacks these abilities, due to natural design or serious injury, they will be at a significant disadvantage. This ability does not refer to comprehension of speech but the ability to produce it. A hearing-impaired individual will instead have the Sensory Impairment Defect (page 161).

-3 Points	The character either has a severe speech impediment or speaks clearly with their own species but on an unusual wavelength or mode that prevents easy communication with others
-6 Points	The character can communicate with a range of sounds that carry emotional content but which are not a language, such as the sounds made by most normal animals
-9 Points	The character is completely mute with no way to verbally communicate

Nickolaus, Mister Matthews's mutant bear bodyguard Companion, growls with a limited vocabulary (Rank 1).

INEPT ATTACK

A Lesser Defect. This Defect reflects a character's poor judgement or talent in offensive combat situations, which makes it much more difficult to strike an opponent successfully. The character suffers a penalty to their Attack Combat Value. This penalty is doubled if it only applies in certain types of combat situations (such as ranged attacks, melee attacks, or against a type of opponent). See page 59 for more information on the Attack Combat Value.

-1 Point	-1 Attack Combat Value for all attacks; or -2 Attack Combat Value in certain situations only
-2 Points	-2 Attack Combat Value for all attacks; or -4 Attack Combat Value in certain situations only
-3 Points	-3 Attack Combat Value for all attacks; or -6 Attack Combat Value in certain situations only

INEPT DEFENCE

A Lesser Defect. This Defect reflects a character's poor judgement or talent in defensive combat situations, which can often place them in precarious positions. The character suffers a penalty to their Defence Combat Value. This penalty is doubled if it only applies in certain types of combat situations (such as ranged attacks, melee attacks, or against a type of opponent). See page 59 for more information on the Defence Combat Value.

-1 Point	-1 Defence Combat Value for all defences; or -2 Defence Combat Value in certain situations only
-2 Points	-2 Defence Combat Value for all defences; or -4 Defence Combat Value in certain situations only
-3 Points	-3 Defence Combat Value for all defences; or -6 Defence Combat Value in certain situations only

INVOLUNTARY CHANGE

A Lesser Defect. This Defect is only available to characters who have the Alternate Form (page 67), Alternate Identity (page 68), or Merge (page 94) Attributes; assign it to their base form. The character may accidentally change from their base form to their other form (or vice versa) or an external trigger (such as an opponent, ally, natural force, etc.) may induce the change. This Defect may represent a character who: transforms between identities upon hearing or uttering a specific word; reverts to normal when a particular chemical in the body is in low quantities (such as sugar or salt); transforms when a button on an Item is pushed; transforms in times of stress; transforms when a substance (such as water or sunlight) touches the character; etc.

-1 Point	Difficult to trigger the Involuntary Change
-2 Points	Moderately easy to trigger the Involuntary Change
-3 Points	Easy to trigger the Involuntary Change

ISM

A Greater Defect. Ism is discrimination based solely on one particular aspect of a character. Examples of Ism include: ableism, ageism, classism, cisgenderism, ethnocentrism, racism, or sexism, or discrimination based on education, species, genetics, sexual preference, occupation, religion, physical features, political leanings, etc. The players and GM are strongly encouraged to discuss any contentious discrimination issues and their role in the game before play begins to ensure no one will be uncomfortable role-playing a character subject to them.

-2 Points	Experiences slight discrimination
-4 Points	Experiences moderate discrimination
-6 Points	Experiences severe discrimination

Numerous canonical characters suffer from some form of discrimination in their day-to-day lives, including:

- *The Baron – misunderstood as a spooky Vodou practitioner (Rank 1)*
- *Citizen Prometheus – known as a justice warrior and rebellious former police officer (Rank 1)*
- *Doc Cimitière – feared in Haiti and the US as an undead sorcerer (Rank 3)*
- *Iron Duke – regarded with suspicion as an unpredictable giant living robot (Rank 1)*
- *Jade Naga – hated as a Haud conqueror (Rank 3)*
- *Pan and Belle-Barbara – dismissed by many adults as homeless children (Rank 2)*
- *Seawolf – viewed as a radical and outspoken blue-skinned metahuman activist (Rank 1)*
- *Witchlight – shunned by some people for being a non-binary witch of colour (Rank 1)*

MAGNET

A Lesser Defect. The character attracts susceptible girls or guys (or even both sexes) like bees to nectar. For some reason, individuals are simply drawn to the character, fall helplessly in love (or lust) with them, and cannot stop thinking of them. Even worse, they will fight each other over the character to keep one another from advancing any relationship. This Defect should only be assigned if the character would be bothered by such attention but lacks the will to take measures to drive away the admirers. Magnet does not represent some unusual charisma on the part of the character but rather their fate to constantly meet obsessed people.

-1 Point	At any specific time, only a few adoring fans are actively chasing the character
-2 Points	A handful of adoring fans are regularly chasing the character and new ones appear infrequently
-3 Points	Swarms of adoring fans are regularly chasing the character and new ones appear frequently

MARKED

A Lesser Defect. A character is considered Marked if their body hosts a permanent and distinguishing design that may be difficult to conceal. The design may be a family symbol, an identifying birthmark, a permanent scar, or a unique tattoo. If the mark is not considered out of the ordinary (such as freckles or an unremarkable tattoo), this Defect does not apply. Characters who are obviously non-human (robotic, demonic, alien, etc.) in a setting where most people are human would also have Marked.

When considering assigning the Marked Defect, consider what would seem out of the ordinary and the focus of attention. Most animals, for example, would not have Marked since it's normal for them to be animals. A rare blue tiger would certainly qualify for Marked, though, since its colour is unusual. Similarly, a giant talking grizzly bear wearing a toga would also qualify.

-1 Point	Mark is easily concealable because it is small or in an inconspicuous location
-2 Points	Mark can be concealed with moderate difficulty because it is large or in an obvious location
-3 Points	Mark cannot usually be concealed because it affects the character's entire body or the character's species is the mark itself

Magistrate's chalky skin is Marked Rank 1 because it can be easily concealed with cosmetics. Artificer has grey skin that can be obscured but also numerous cybernetic implants that are difficult to hide (Rank 2). Caliburn's scarred face is similarly Marked – an obvious location, but not so obvious that obscuring the scars is impossible. Characters that exhibit traits that identify them as obviously abnormal individuals (including Doc Cimitière, Iron Duke, Jade Naga, Princess Grimalkin, Requiem, Seawolf, Tokkotai, and Ursus Caesar) have Marked at Rank 3. Mister Matthews's distinctive and horrific facial scars also qualify as Rank 3 Marked.

NEMESIS

A Lesser Defect. The character has someone in their life that actively interferes with goal achievement on a regular basis. The Nemesis could be personal, such as the enmity between specific superheroes and supervillains. They could also be a professional rival, such as someone competing for the favour of the character's boss. The Nemesis may even be a romantic rival, such as someone chasing the same person the character is currently pursuing.

The Nemesis should be someone who makes the character's life difficult (and cannot easily be removed), but the Nemesis does not need to be a mortal enemy. It might be someone the character loves but one whom they cannot avoid, such as an overbearing parent who lives at home with the character. If for any reason the Nemesis is defeated or goes away, the GM should create another Nemesis unless the player also wishes to use Advancement Points (page Book Two, page 65) to eliminate the Defect permanently.

-1 Point	Nemesis is annoying or interferes infrequently
-2 Points	Nemesis occasionally tries to harm the character or interferes frequently
-3 Points	Nemesis always tries to harm the character or interferes constantly

Many superbeings have one or more adversaries (or antagonistic teams) that they battle repeatedly – Rank 1 or Rank 2 Nemeses – but few rivalries can match the 60-year hatred between Caliburn and Janus (Rank 3).

NIGHTMARES

A Lesser Defect. When the Nightmare Defect haunts a character, they have trouble sleeping at night and function at less-than-optimum performance during the day. The nightmare can be a memory of a tragic event or traumatic experience, or it might be something else, such as a prophetic vision or warning. The nightmare may not occur every night, but it will haunt the character regularly. Additionally, the nightmares do not need to portray the exact same events repeatedly, but the visions should be related in some way. The details concerning the subject matter of the nightmares and why they occur are the responsibility of the GM and the player to create.

-1 Point	Nightmares occur infrequently and have a slight effect on the character's daily life
-2 Points	Nightmares occur frequently and have a moderate effect on the character's daily life
-3 Points	Nightmares occur constantly and have a severe effect on the character's daily life

Both Witchlight and Ursus Caesar suffer from infrequent Nightmares of their time with Mister Matthews (Rank 1): Witchlight for her terrifying time as the GenTech CEO's captive, and Ursus Caesar for the years that he spent as his "father's" mindless muscle, Montgomery.

NO HEALING

A Greater Defect. The characters do not retain lost Health Points through normal recovery rules (page 186). Rather, the player and GM will work together to determine the conditions under which Health Points are returned and how quickly they recover. Examples of such special conditions include: bathing in a specific rejuvenation pool, returning to the mechanic shop for repair, undertaking specific purification rites, meditating to unleash the character's consciousness, eating a special plant or animal, engaging in a particular physical activity, etc.

This Defect is most appropriate for non-biological lifeforms that are repaired instead of healed, but may also apply to organic characters that must undertake specific steps before healing.

-2 Point	The healing conditions and/or recovery rate impose a slight disadvantage
-4 Points	The healing conditions and/or recovery rate impose a moderate disadvantage
-6 Points	The healing conditions and/or recovery rate impose a severe disadvantage

As a mechanical construct, Iron Duke does not heal from injury like organic beings. He prefers using custom nanobots to repair damage to his metal plating but can initiate manual repairs himself if necessary (Rank 1).

OBLIGATED

A Greater Defect. Free will has little meaning for a character who is Obligated to a corporation, government, crime ring, or other organisation or individual. Control over the character can be exerted through a variety of methods, including blackmail, brainwashing, legal contract, technology, guilt and responsibility, or highly effective propaganda. Dire consequences await a character whose actions conflict with the mandate of the organisation. Obligated should not normally be assigned to Companions directly and is only applicable to Items if that Item itself impedes the freedom of the character who possesses it.

-2 Points	Small obligation to the organisation and subject to slight punishment for opposing it
-4 Points	Moderate obligation to the organisation and subject to moderate punishment for opposing it
-6 Points	Large obligation to the organisation and subject to severe punishment for opposing it

Both Ursus Caesar and Princess Grimalkin have self-imposed obligations to their Imperium Eutherion in the Canadian Shield forest wilderness (Rank 1). Tokkotai is slightly Obligated to the Japanese Government (Rank 1) since they built him his cybernetic body. As a master coloniser of the Haud Imperial Regime, Jade Naga has a more compelling obligation to the military might of his alien species (Rank 2).

IRON DUKE

PHOBIA

A Lesser Defect. A Phobia is a fear (often irrational) of an event, object, or person that can limit a character's choice of actions. Avoiding situations that could trigger the phobia may take a high priority in the character's life. Note that a Phobia that effectively cripples the character with fear does not add constructively to the role-playing experience.

-1 Point	Slight Phobia or one that is encountered infrequently
-2 Points	Moderate Phobia or one that is encountered frequently
-3 Points	Severe Phobia or one that is encountered constantly

Pan has seen so many of her Belle sidekicks grow up and lose their fairy tale magic that she is scared it will happen to her as well (Rank 1). Ursus Caesar is worried that he will someday lose his intelligence (Rank 1), while Bloody Mary is terrified of divine beings of light and goodness (Rank 2).

PHYSICAL IMPAIRMENT

A Serious Defect. The character has a physical impairment that makes aspects of daily life more challenging. Possible impairments include: one or more missing (or unusable) legs, amnesia, constant sickness, nagging injury, severe headaches, an android that is constantly breaking down, etc. The player and GM should discuss the problems and limitations associated with the impairment. See also the more specific Impaired Manipulation (page 156), Impaired Speech (page 156), and Sensory Impairment (page 161) Defects.

-3 Points	Physical Impairment is a slight inconvenience to the character
-6 Points	Physical Impairment is a moderate inconvenience to the character
-9 Points	Physical Impairment is a severe inconvenience to the character

SWORDBUSTER

RED TAPE

A Lesser Defect. The character must negotiate their way through a complicated bureaucracy in order to accomplish tasks. This Defect is often associated with characters who are members of law enforcement organisations or similar government agencies that require paperwork. A large criminal organisation, however, may also require a character to receive permission from several bosses before undertaking certain high-profile jobs.

Red Tape also includes whatever measures the character must take “after the fact” to appease the organisation to which they belong. For example, a cop may need to fill out a report every time their weapon is fired or may have to follow a complicated series of steps to obtain a search warrant. A gang member may be required to pay a percentage of their take to the regional boss or face some very strict penalties.

The Red Tape Defect is usually inappropriate for allies created with the Companion Attribute.

-1 Point	Red Tape impedes the character before or after a major action and is generally easy to manage
-2 Points	Red Tape impedes the character before and after a major action and it is moderately difficult to manage
-3 Points	Red Tape impedes the character before, after, and sometimes during a major action and it is difficult to manage

REDUCED DAMAGE

A Serious Defect. The character inflicts reduced damage in combat, possibly due to feebleness, lack of combat experience, youth, etc. For more information on combat damage, see page 183.

-3 Points	Damage Multiplier is reduced by 1
-6 Points	Damage Multiplier is reduced by 2
-9 Points	Damage Multiplier is reduced by 3

SENSORY IMPAIRMENT

A Serious Defect. One or more of the character's senses (sight, hearing, taste, touch, smell) are either diminished or lost. An example of a diminished sense is being near-sighted or hard of hearing; the GM should take the impairment into consideration when deciding what the character is able to perceive. An example of a lost sense is blindness or deafness. Any diminishment or loss is based on the character's status after benefiting from any technological aids such as eyeglasses or hearing aids in the setting. For example, if a character has a hearing aid but is still hard of hearing, they have Rank 1 Sensory Impairment at -3 Points. In a setting where a hearing aid was unavailable or could not correct their particular impairment, the character would have Rank 2 Sensory Impairment at -6 Points instead. Stat rolls that relate to a character's Sensory Impairment receive a minor obstacle (secondary sense) or major obstacle (primary sense) on the roll.

-3 Points	Diminished primary sense (such as short-sightedness or being hard of hearing) or a lost secondary sense (such as taste or smell)
-6 Points	Lost primary sense (sight or hearing) or multiple lost secondary senses
-9 Points	Lost primary sense (sight or hearing) and multiple lost secondary senses

SHORTCOMING

A Lesser Defect. The three game Stats indicate the same level of ability or competency in all aspects of each Stat: the Body Stat represents all physical aspects, the Mind Stat represents all mental aspects, and the Soul Stat represents all spiritual and willpower aspects. Some characters may have one or more aspects of a Stat at a less proficient level than the rest of the Stat aspects, however, which is when you assign the Shortcoming Defect for precision.

For example, a bulky brawler might have high strength, excellent endurance, fast running speed, good manual dexterity, and healthy immune system – but be rather clumsy. This would fit a character with a Body Stat of 8, with the Rank 3 Shortcoming (Agility) Defect. Similarly, a witty, perceptive, and insightful academic genius that happens to have a faulty memory might have a Mind Stat of 9, with the Rank 2 Shortcoming (Memory) Defect.

Every Stat has several aspects associated with it that are considered either Major Aspects (highly important aspects that arise frequently in a game) or Minor Aspects (less important aspects that arise infrequently). Each Stat has the three Major and three Minor Aspects listed, but players may create additional or alternative Aspects with the Game Master's input.

> *Bloody Mary has a remarkable Soul Stat of 16, but is severely lacking in the minor aspect of empathy – so much so that her Shortcoming Defect extends beyond the normal game limits to impose a -10 Soul Stat dice roll penalty, made with a major obstacle, relating to empathy (Rank 5; -5 Points).*

BODY STAT

- Major Aspects – Agility, Endurance, Strength
- Minor Aspects – Immune System, Manual Dexterity, Running Speed

MIND STAT

- Major Aspects – Creativity, Perception, Reason
- Minor Aspects – Common Sense, Intuition, Memory

SOUL STAT

- Major Aspects – Charisma, Luck, Willpower
- Minor Aspects – Composure, Empathy, Self-Discipline

NEW ASPECTS

These Aspects and their classification as Major or Minor are examples only. The GM can redefine or rename these Aspects, creating alternates that better reflect a particular character concept, game setting, or element of achievement. A few examples of alternate Aspects, which could be Major or Minor depending on their emphasis and exact definition, may include:

- Body Stat – Co-ordination, Looks, Fitness, Lower-Body Strength, Muscle, Upper-Body Strength
- Mind Stat – Focus, Intellect, Judgement, Mechanical Aptitude, Savvy, Wit, Wisdom
- Soul Stat – Artistic Ability, Courage, Charm, Gravitas, Leadership, Inspiration, Piety, Presence, Sanity

ALL STAT ASPECTS

Sometimes a character needs the Shortcoming Defect to apply to all aspects of a specific Stat. This usually applies to characters that undergo a radical change from one form to another, such as that induced by the Alternate Form Attribute (page 67). For example, a scientist character with a Mind Stat of 11 who transforms into a hulking beast may need to reduce their Mind Stat to 3 with a Shortcoming Mind Defect. For this application only, a -1 penalty is applied to all the character's specific Stat and Skill rolls for every -2 Points of the Shortcoming Defect assigned (i.e. what could be considered negative Levels of the Augmented Attribute). All Derived Values must be recalculated for this application of Shortcoming.

-1 Point	For a Shortcoming Major Aspect, the character suffers a -1 dice roll penalty to Stat and Skill rolls with a minor obstacle. For Minor Aspects, this increases to a -2 dice roll penalty with a major obstacle.
-2 Points	For a Shortcoming Major Aspect, the character suffers a -2 dice roll penalty to Stat and Skill rolls with a minor obstacle. For Minor Aspects, this increases to a -4 dice roll penalty with a major obstacle.
-3 Points	For a Shortcoming Major Aspect, the character suffers a -3 dice roll penalty to Stat and Skill rolls with a minor obstacle. For Minor Aspects, this increases to a -6 dice roll penalty with a major obstacle.

SIGNIFICANT OTHER

A Lesser Defect. A character with this Defect has someone for whom they will go to great lengths to keep safe from harm – even at the risk of their own life. The S.O. should be a regular fixture in adventures. A one-night stand or a cousin visiting for two weeks is a plot complication and not an appropriate S.O. The character's sense of obligation towards the S.O. is enough that the character will take great pains to ensure their safety and well-being. Examples include spouses and steady romantic partners, teammates, immediate relatives, and close co-workers (such as a cop's partner). It is acceptable for a character to take another character as an S.O. provided the players role-play this relationship appropriately. In this case, the S.O. relationship is always Rank 1 but is treated as a Rank 3 Defect by the GM in terms of the frequency with which it affects the game. The S.O. Defect is inappropriate for most Companions and almost all Items.

-1 Point	Significant Other is rarely placed in great danger and appears infrequently
-2 Points	Significant Other is often placed in great danger and appears frequently
-3 Points	Significant Other is regularly placed in great danger and appears constantly

Slipstream and Alice, Queen of Hearts have a complicated connection. They are on opposing sides and have each other as a Nemesis, yet they also have each other as a Rank 1 Significant Other. Their attraction and chemistry with each other are undeniable, yet also forbidden. Alice is also Slipstream's Rank 2 Skeleton in the Closet, since the consequences of his teammates in the Guard learning his secret are significant.

SKELETON IN THE CLOSET

A Greater Defect. The character has a dark secret. Exposure of this secret could cause harm to the character in the form of public humiliation, loss of a job, shunning from their teammates, arrest, injury, or even death. The Point Rank of this Defect is based on the severity of the consequences if the secret is revealed. The secret must be important enough that the character will actively take steps to keep others from learning of it. If the Skeleton is ever revealed, the character will suffer the associated consequences, and the GM should replace it with appropriate Defects worth at least as many Points as Skeleton in the Closet.

For example, most criminals have a -2 Point Skeleton in the Closet – they have committed crimes that could send them to jail or worse, but there is usually no easily available evidence. If their secret is discovered, they will usually have Skeleton in the Closet replaced by an equal or higher value of the Wanted Defect (page 163). A Rank 3 (-6 Point) Skeleton is usually reserved for characters who face destruction or death if their secret is discovered, such as a flesh-eating alien living among humans or an undercover special agent that has infiltrated a metahuman terrorist organisation.

The Skeleton in the Closet Defect also applies to someone who has a secret identity that they wish to conceal. The value depends on the consequences if the secret is revealed and thus is heavily dependent on the nature and actions of the character. For example, if a masked vigilante's identity is revealed, enemies can target the character and their family more easily. Whether this is a Rank 1, 2, or 3 Defect depends on the position of the character, popularity of the character, how many enemies they have, how easily the character can maintain a normal lifestyle, etc. When in doubt, assume that most characters who have secret identities gain a Rank 2 Defect.

Skeleton in the Closet is only appropriate for Companions if their allied character is aware of the secret and must strive to protect it, since its exposure would be harmful to the character as well through guilt by association and the loss of an important ally.

-2 Points	Skeleton is difficult to discover and/or the consequences of discovery are slight and/or their reputation will be impacted slightly
-4 Points	Skeleton is moderately easy to discover and/or the consequences of discovery are moderate and/or their reputation will be impacted moderately
-6 Points	Skeleton is easy to discover and/or the consequences of discovery are severe and/or their reputation will be impacted severely

SOCIAL FAULT

A Lesser Defect. The character exhibits a Social Fault that produces hardship for either the character or their companions and allies (or both). Social Faults are primarily role-playing opportunities rather than strict mechanistic rules that provide a framework for character action based on a background story or plot hook – but they are not intended to cripple your character's participation. When a Stat or Skill roll is required in circumstances that touch upon the Social Fault, the GM can impose a major or minor obstacle (page 172) to the roll, raise the Target Number, or impose other penalties. For most characters, assigning more than two or three Social Faults is not recommended.

A non-exhaustive list of Social Faults include: abusive, aimless, antisocial, anxious, argumentative, arrogant, bigoted, borderline, boring, codependent, cowardly, cruel, demanding, depressed, dissociative, dogmatic, envious, fanatical, fickle, greedy, histrionic, honour code, impulsive, indecisive, inflexible, insufferable, irreverent, loquacious, masochistic, megalomaniacal, narcissistic, nihilistic, obnoxious, obsessive, overconfident, overly sensitive, pacifistic, paranoid, passive-aggressive, perfectionist, pompous, psychopathic, puritanical, ruthless, sadistic, shy, sociopathic, vengeful, withdrawn.

-1 Point	Imposes a slight disadvantage on the character and/or their allies
-2 Points	Imposes a moderate disadvantage on the character and/or their allies
-3 Points	Imposes a severe disadvantage on the character and/or their allies

SPECIAL REQUIREMENT

A Serious Defect. This Defect means the character has a Special Requirement that must be fulfilled in order for them to continue to function normally. This might include: a mechanical device that needs constant maintenance for proper functioning, a cyborg's need for fuel cells, a metahuman's need for solar radiation, a chronically ill patient's requirement for medicine, a god's need for worship, a fairy's need for belief in its existence, an addict's need for a fix, a high-performance vehicle's need for frequent maintenance, etc. The Special Requirement may involve a physical object, an event, an action, an environmental condition, or even a state of mind. Everyday activities, such as eating and sleeping, are not considered to be Special Requirements unless they must be carried out under unusual conditions or more frequently for some reason. For example, if a robot requires regular changes of batteries instead of (rather than as well as) food, this is not a Special Requirement unless these batteries are rarer or more costly than ordinary food would be. This Defect covers a wide range of possibilities and the details should be discussed with the GM.

-3 Points	Requirement is easy to obtain and/or is needed infrequently
-6 Points	Requirement is moderately difficult to obtain and/or is needed frequently
-9 Points	Requirement is difficult to obtain and/or is needed constantly

UNAPPEALING

A Lesser Defect. An Unappealing character may find it difficult to blend into a crowd because their appearance is distinctive. Alternatively, the term "unappealing" may not necessarily mean ugly, but can also refer to a bad smell, manner of speech, or even an unpleasant habit that provokes a consistently negative reaction. A monstrous, ugly creature is usually both Unappealing and Marked (page 157), while conversely a beautiful winged angel would be Marked (the presence of wings) but not Unappealing.

-1 Point	Slightly Unappealing
-2 Points	Moderately Unappealing
-3 Points	Severely Unappealing

UNIQUE DEFECT

This section covers any and all possible Defects that a character might possess but are not detailed in the rules. The boundaries and limitations of the Defect should be discussed with the GM.

-1 to -3	Unique Defect occurs infrequently and/or has a slight effect on the character
-2 to -6	Unique Defect occurs frequently and/or has a moderate effect on the character
-3 to -9	Unique Defect occurs constantly and/or has a severe effect on the character

VULNERABILITY

A Greater Defect. The character has a critical weakness to a specific object, environment, thought, activity, or condition. When in close proximity to the Vulnerability, it can temporarily strip the character of their Attributes that are derived from one particular source (such as magic or technology or metahuman ability; see page 188). The Vulnerability should only affect the character rarely, however, since it impacts them so severely.

-2 Points	The character's source-related Attribute Levels all drop by one-quarter (round up) when affected by the Vulnerability
-4 Points	The character's source-related Attribute Levels all drop by one-half (round up) when affected by the Vulnerability
-6 Points	The character cannot use any source-related Attribute when affected by the Vulnerability

Citizen Prometheus's metahuman powers drop by half when he is drenched in water (Rank 2). The same applies if Sentinel is exposed to temperatures below -100 ˚C.

WANTED

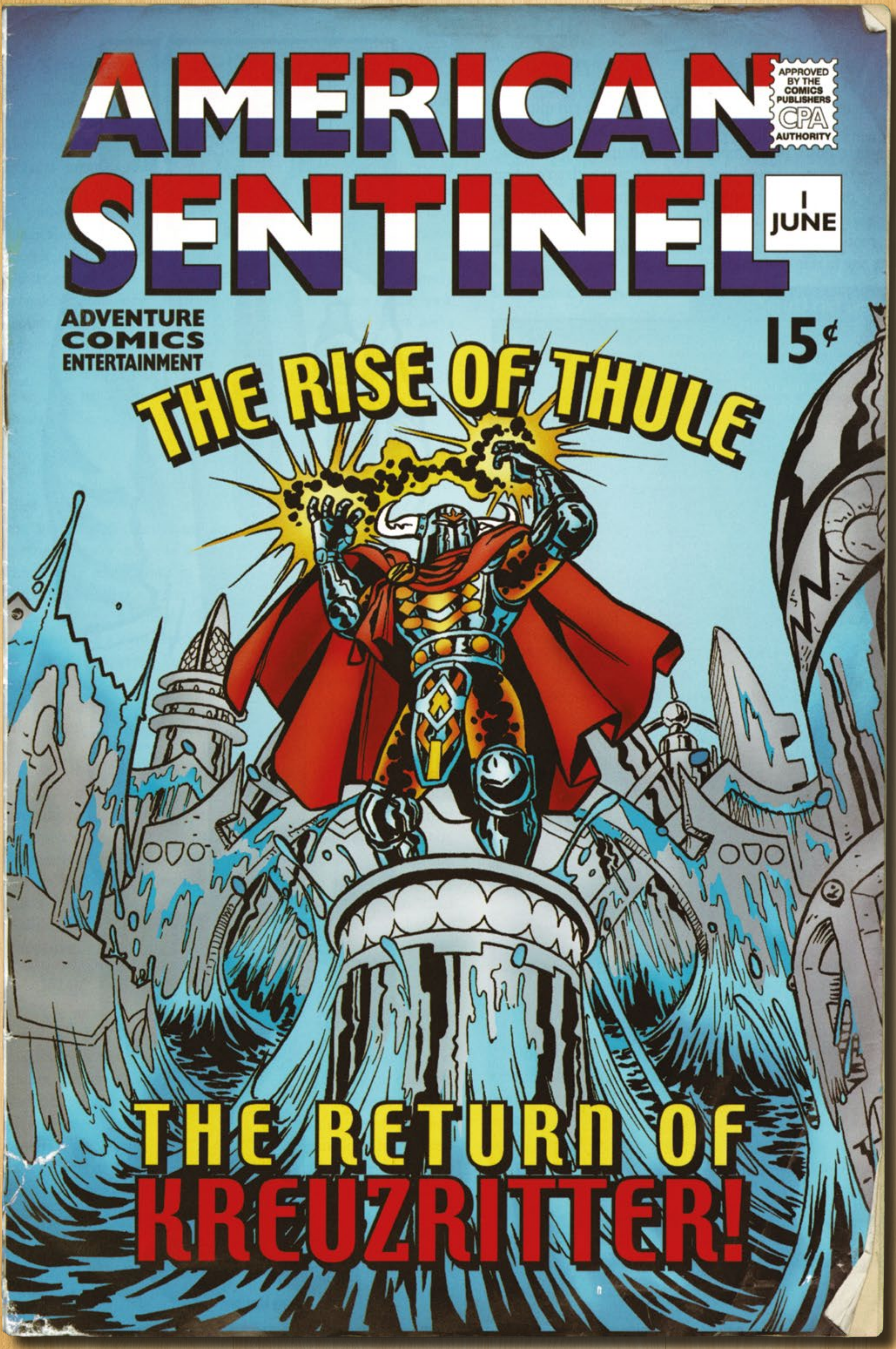
A Greater Defect. The character is Wanted by the law, a powerful criminal, or private organisation that has placed a price on their head. Being Wanted is different from having a Nemesis; there is no single person devoting their life to annoying or hunting down the character. The character needs to conceal their identity or move around regularly to avoid having strangers calling the police or pursuing the character (depending on the circumstances).

-2 Points	The reward, contract, or other incentive offered is slight
-4 Points	The reward, contract, or other incentive offered is moderate
-6 Points	The reward, contract, or other incentive offered is extreme

WEAK POINT

A Greater Defect. Weak Point is usually applied to non-humans or vehicle Items but can represent a character's old injury or wound that an opponent can exploit. The Item possesses an abnormal weak point that, if targetted and hit during combat (with penalties to the roll, at the GM's discretion), suffers double damage. If the GM deems the attack has been wildly successful, the target is instead immediately reduced to 0 Health Points and falls unconscious or is destroyed (again, at the GM's option). The opponent, or even the character, may not be aware the Weak Point exists until its presence is discovered accidentally.

-2 Points	Weak Point is tiny and difficult to hit
-4 Points	Weak Point is small and moderately easy to hit
-6 Points	Weak Point is large and easy to hit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CHAPTER 08

SUPERHERO ACTION

In role-playing games like Absolute Power, most character or NPC actions do not require any particular rules. A player simply states that their character walks across a room, picks up an object, drives a vehicle, talks to someone, etc., and if the GM agrees that the action is possible and can be performed without much difficulty, this simply happens. Personal interaction between characters or NPCs is at the heart of RPGs, and this is what sets them apart from other tabletop games such as board, miniature, and party games. The players and GM will spend most of their role-playing time talking "in character" and describing what their alter egos are doing from scene to scene. In addition to speaking with the voice of all the background and supporting characters they control, the Game Master also describes what the player characters are seeing, hearing, smelling, touching, and tasting to provide context and understanding for the characters' actions.

TAKING ACTION

Throughout the course of a game, circumstances may arise where specific rules can help determine what happens. This is usually the case when the outcome of an action or event is uncertain, and the result is important to the story. If a character needs to fix a broken reactor pump to prevent a nuclear meltdown, can they do it in time? If a character's car drives off a cliff, can they jump clear in time, and if not, how badly will the crash injure the character? If two metahumans fight, who wins?

A character's Stats, Attributes, Skill Groups, and Derived Values help resolve these dramatic questions. In many cases, dice rolls can add additional hazard and drama to the action. The dice rolls represent elements beyond the direct control of the character or the uncertainty that results when opposing characters interact. In some situations, the GM may elect to determine the results without rolling dice (see Should You Roll The Dice?, page 171). The GM may do so if they think a particular outcome is certain (whether a success or a failure) or a particular outcome is dramatically necessary to the game.

One situation the rules cover in greater detail is combat. The game mechanics for physical conflict are explicit to give players greater control over their characters' actions when engaged in a mortal struggle. If they lose, they will know the GM has not arbitrarily injured or killed their characters. The GM can also follow a similar procedure with any other actions that affect a character's fate: treat routine activities in passing and delve into more detail whenever an action impacts the characters physically or emotionally.

DESCRIBING ACTIONS

Characters can perform or attempt a nearly endless list of actions. These can be mundane activities (talking, breathing, thinking, etc.), skilled activities (building a suit of power armour, hacking into a computer, moving silently, climbing the side of a building, etc.), or combat activities (fighting, dodging, shooting a weapon, firing searing eyebeams, etc.).

Every GM has a preferred method for having players describe their characters' actions. This usually involves the GM moving from player to player and asking, "What is your character doing?" Experienced GMs try to give each person equal role-playing time so that everyone is an important facet of the story (switching between characters as necessary). Players are responsible for relating their characters' intended actions to the GM, who describes the results of those actions or requests a Stat or Skill roll to determine the outcome.

Consider the three action descriptions below:

» "My character, Caliburn, is going to search for the missing Thulian artefact."

» "My character, Caliburn, is going to search for the missing Thulian artefact in the sewers beneath Olympian Tower."

» "My character, Caliburn, is going to search for the missing Thulian artefact using a thorough grid-like pattern in the sewers beneath Olympian Tower. He has the time, so he'll use his toolkit to bypass any old metal grates as necessary."

All three accounts involve Caliburn looking for a missing artefact, but the level of detail is quite different. You should not be overly concerned with detail if it is irrelevant to your character's actions (such as exactly how Caliburn is bypassing any locked grate obstacles he encounters in the final description), but sometimes a little detail can greatly alter the GM's interpretation of the event.

FRACTIONAL POWER USE

Superhero characters can typically use only a fraction of their Attribute's effect as desired. For example, a character with Change State at Level 5 can shift their entire body into an incorporeal state but may only want to turn a single body part, such as a head or hand, incorporeal for a specific application. The GM could decide that fractional power use is more or less difficult than using an Attribute's full effect and assign appropriate difficulty modifiers (see page 172).

USING ATTRIBUTES AT REDUCED LEVELS

Unless a character assigns their Attribute the Maximum Limiter (page 148), they can voluntarily use their power at reduced Levels of effectiveness and scope. For example, a character with Level 6 Teleport and three assignments of the Targets Enhancement can translocate 10 people 1,000 km away from their current location – yet can choose to teleport shorter distances with fewer allies, since 1,000 km and 10 people reflect the Attribute's maximum, not only, capacity.

MOVEMENT SPEED (KPH)

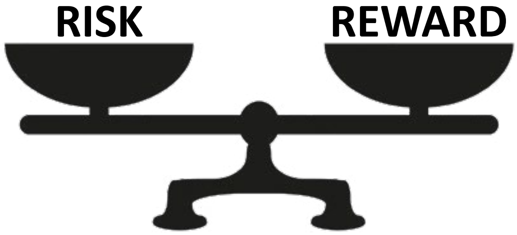
WALK	JOG	RUN	SPRINT
1x	1.5x	2x	4-5x
Body Stat	Body Stat	Body Stat	Body Stat

JUMPING DISTANCE (METRES)

$\frac{1}{8}$ BODY STAT	$\frac{1}{4}$ BODY STAT	BODY STAT	$\frac{1}{4}$ TOP SPEED
UP/BACK	FORWARD	FORWARD	FORWARD
From Stationary	From Stationary	With Running Start	Speedster or Vehicle

SWIMMING SPEED (KPH)

SHORTER DISTANCES	LONGER DISTANCES
1x Body Stat	$\frac{1}{2}$x Body Stat



HEDGING DICE ROLLS

NORMAL CHECK	MINOR EDGE	MINOR OBSTACLE	MAJOR EDGE	MAJOR OBSTACLE
7	8	6	9	5
Auto Result	Auto Result	Auto Result	Auto Result	Auto Result

GAME ROUNDS

3-4

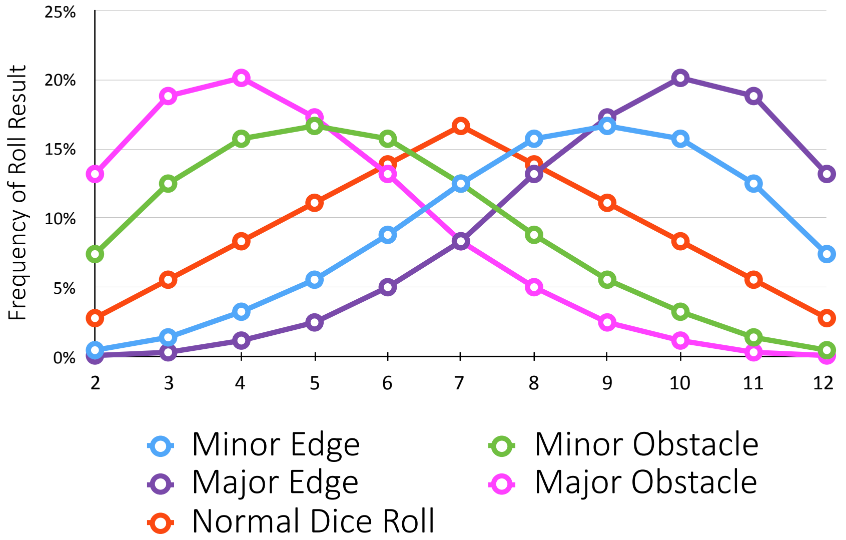
Each Seconds In Length

SPEED CONVERSION

1 = 1

Kilometre/hour (kph) metre/round

DICE DISTRIBUTION RESULTS



OPPOSED DICE ROLLS

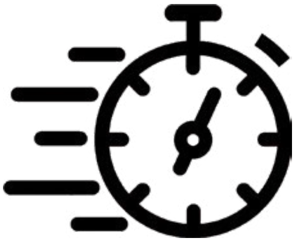
(**Stat** + **Skill Group Level** + **DICE**) *VS.* (**Stat** + **Skill Group Level** + **DICE**)

Alternatively, vs. Target Number (TN) for unopposed rolls

ATTACK VS. DEFENCE

(**ACV** + **Attack Attributes** + **DICE**) *VS.* (**DCV** + **Defence Attributes** + **DICE**)

Highest total result succeeds – attacker wins ties



INITIATIVE

ACV
+
DICE

Lightning Reflexes gives
a major or minor edge

DAMAGE

Weapon Level X **Damage Multiplier**

+ **ACV** + **Size Modifier**

Unarmed damage equals ACV alone
(Damage bonus = 10 x Superstrength Level)

RECOVERY RATE

HEALTH POINTS	**BODY** Each DAY of rest Normal Damage	**BODY** Each HOUR Stun Damage
ENERGY POINTS	**$\frac{1}{2}$(MIND + SOUL)** Each HOUR of rest	

TARGET NUMBERS (TN)

SIMPLE	EASY	AVERAGE	DIFFICULT	CHALLENGING	UNLIKELY	DOUBTFUL	IMPROBABLE	INCONCEIVABLE
6	9	12	15	18	21	24	27	30

WEAPON RANGES (METRES)

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6	RANK 7
3	10	100	1K	10K	100K	1000K

GAME TIME

The "in game" passage of time in a role-playing game is fluid, just as it is in a story. In some situations, such as a conversation between two characters, the flow of game time normally matches real-world time. More often, the amount of time that passes depends on the characters' activities as set by the players' actions – things happen as soon as dramatically appropriate. Climbing a high mountain may just take a few short minutes of description, or a few die rolls, to resolve. It does not take the many hours that climbing a mountain would really take. The GM should telescope time until something interesting happens: "Two weeks pass while you investigate the crime. Then the mastermind behind it broadcasts a message, announcing their plans to destroy Empire City if their demands are not met." GMs may go back in time as well to employ flashback scenes, which are useful tools to establish the background for a story without simply recounting the information in a dry fashion. Finally, in very dramatic situations such as combat, the GM may keep very precise track of time by using individual combat rounds (see Combat, page 175).

SCENE, ROUND, AND INITIATIVE

Three common measures of game time are a dramatic scene, a round, and an Initiative. A dramatic scene is any situation where the events remain linked, moment-to-moment. Think of it in comic terms: a scene lasts until the panels cut to an entirely new setting, potentially with new characters.

For example, if a player character is speaking with an informant in a diner, the entire conversation constitutes a scene. Once the GM switches scenes to the character entering a back alley, following up on the informant's lead, the diner scene ends, and a new scene begins in the back alley. If the conversation was interrupted instead by a villain attacking the informant, intent on shutting them up before they could reveal any important information, the scene would not yet end when the character chased the villain down a back alleyway. Since the events are still linked moment-to-moment, it is still a part of a singular dramatic scene even if the setting has changed.

A round is a measure of time of approximately 3-4 seconds in length, while an Initiative is one specific moment in time. A round is primarily used for combat situations and is the amount of time in which an average person can react to a situation, make a decision, and perform a significant action during a battle or other stressful situation.

When combat occurs, characters roll Initiative (page 175), and each character is allowed to act in order of their Initiative (with those characters with higher Initiative numbers acting earlier in the round than those with lower Initiative numbers).

DICE ROLLS

Absolute Power uses standard six-sided dice (also known affectionately as 2d6) during game play. When a random number needs to be generated, two dice are usually rolled (see Edges and Obstacles, page 172, for exceptions to this). By adding the numbers shown on each die, values between 2 and 12 are generated. The range of dice rolls produces a triangular distribution (a cousin to the bell curve), with the middle value of 7 generated most frequently (one-sixth of all rolls).

Rolls are made throughout the game to determine the success or failure of important actions performed by the player characters or by NPCs interacting with them. Rolls are only needed for actions where the character's success is uncertain. The GM can decide that an action succeeds or fails without a roll, and many routine or minor actions should be resolved this way. See Should You Roll The Dice? (page 171)

If the GM decides a dice roll is required, the player rolls two dice and adds the relevant Stat, Combat Value, or Attribute Level modifier to the number rolled. The resulting sum is called the "total roll" – the higher the total roll, the better the character's attempt. The total roll is compared to either a Target Number or opposed roll to determine if the task was successful.

WHO ROLLS THE DICE?

In most cases, a player rolls dice to determine the success of an action their character performs, while the GM rolls the dice for NPC actions when they impact the characters. In situations where NPCs are only involved with other NPCs, the GM should simply decide what happens rather than rolling dice.

In some circumstances, the GM may roll the dice to determine the results of a character's action instead of having a player roll to keep the actual dice roll – and the reason for rolling – secret. This is normally done if having the player roll would give away an event that should remain unknown to the character. For example, if there is something hidden that the character may or may not notice, the GM can secretly roll dice to see if the character spots it. If the GM asks the player to roll the dice, the player would know that a clue existed even if their character did not discover it.

8-1: TARGET NUMBERS

DIFFICULTY	TARGET NUMBER	TYPICAL TALENT OR TRAINING NEEDED
Simple	6	None
Easy	9	Minimal
Average	12	Moderate
Difficult	15	Significant
Challenging	18	Exceptional
Unlikely	21	Extreme
Doubtful	24	Excessive
Improbable	27	Legendary
Inconceivable	30	Cosmic

TARGET NUMBERS

The success of most non-combat rolls is determined by comparing them to a Target Number or TN (see Table 8-1). The GM assigns the task under consideration a Target Number before the roll is made. If the total roll is equal to or higher than the Target Number, the task succeeds. If it is lower, it fails.

GMs should assign Target Numbers based on how easy or difficult the task is to perform. When in doubt, assign an average difficult Target Number of 12.

For example, driving a car along a busy highway would not normally require any dice rolls in a modern superhero setting, since driving is routine. Driving on the highway at high speeds during inclement weather might require a dice roll, though ... probably an Easy task (TN 9). Racing along in a complex construction zone in ideal weather conditions could be an Average task (TN 12) or perhaps a Difficult task (TN 15) in inclement weather. If the car's brakes no longer work, racing along the highway may become a Challenging (TN 18) or Unlikely (TN 21) task instead. Attempting to do so while blindfolded – and merely using the sound of the traffic to guide the wheel – is a Doubtful, Improbable, or Inconceivable task (TN 24, 27, or 30), depending on the specifics of the situation.

The GM usually tells the player the task's Target Number before the player rolls. In some instances, though, the GM can keep the Target Number a secret to create dramatic tension and only reveal it after the character's total roll succeeds or fails.

OPPOSED ROLLS

Instead of setting a specific Target Number, the GM may decide that a task requires an opposed roll. This is appropriate for any situation that involves a direct competition between opponents, such as arm wrestling, a game of chess, an interrogation, or combat.

In an opposed roll situation, the two (or more) characters involved each roll their own dice. The character with the higher total roll (for example, a dice roll + Stat + Skill Group) succeeds. If the result is a tie, the active character (such as the attacker in combat or the challenger in a game of chess) wins over the reacting character. If both characters can reasonably be considered active and a tied result is reasonable - such as in a running or car race - the contest is a draw; otherwise, re-roll to break the tie.

MARGIN OF SUCCESS

Most dice rolls produce binary results: success or failure. Sometimes it can be useful to know the degree or margin of success or failure as well. If the task was successfully completed, how successful was it? Conversely, if the task failed, how severe was the failure? The greater the difference between the character's dice roll and the Target Number (or opposed roll, for contested actions), the greater the margin of success or failure, as listed in Table 8-2.

UNDERSTANDING TARGET NUMBERS

Consider a normal person with values of 4 in each Stat (human average) and slightly skilled in an area (Skill Group at Level 1). Since a value of 7 is rolled a little more than 50% of the time on two dice, this average person will succeed a little more than 50% of the time when performing Average tasks (Stat 4 + Skill 1 + Roll 7 = 12 ... equalling TN 12). All Target Numbers were set with these parameters in mind. The probabilities for rolling specific values or higher are listed below:

DICE ROLL VALUE	CHANCE OF ROLLING THIS VALUE OR HIGHER
2	100%
3	97%
4	92%
5	83%
6	72%
7	58%
8	42%
9	28%
10	17%
11	8%
12	3%

When setting a Target Number, remember that a 7 or higher will be rolled about half the time. If you subtract 7 from the TN, the remaining number is the minimum Stat + Skill Group total the character must have to succeed roughly half the time. For example, subtracting 7 from a Challenging task (TN 18) results in 11. Consequently, to have a roughly 50% chance of succeeding, the character's Stat + Skill Group must equal 11 – not common in a low-powered game, but trivial in a high-powered one. While it is possible for a slightly above-average character with a Stat of 5 and Skill Group of 1 to succeed while performing a Challenging task (only if they roll a 12), it is unlikely – only a 3% chance! That's why it's called Challenging.

8-2: MARGIN OF SUCCESS

ROLL RESULT VS. TARGET	MARGIN OF SUCCESS
Roll exceeds target by 24+	Monstrous success
Roll exceeds target by 18-23	Extreme success
Roll exceeds target by 12-17	Major success
Roll exceeds target by 6-11	Significant success
Roll exceeds target by 3-5	Moderate success
Roll exceeds target by 1-2	Slight success
Roll equals target	Tie or slim success
Roll misses target by 1-2	Slight failure
Roll misses target by 3-5	Moderate failure
Roll misses target by 6-11	Significant failure
Roll misses target by 12-17	Major failure
Roll misses target by 18-23	Extreme failure
Roll misses target by 24+	Monstrous failure

ROLL TYPES

There are five types of dice rolls used during game play: a Stat roll, a Skill roll, an Initiative roll, an attack roll, and a defence roll. Each of these rolls test a particular facet of a character's abilities. When a player announces the intended actions of their character, the GM must decide if a dice roll is necessary. Should a roll be required, the GM chooses which type of roll is most appropriate, based on these guidelines.

Attack and defence rolls are described in additional detail in the combat section later in this chapter (page 175). The other three types of rolls are explored herein.

STAT ROLLS

A Stat roll is used when the GM believes that innate ability is more important than any learned expertise or combat capability in resolving the success of a particular action. An example of a Stat roll would be a Body Stat roll to smash through a locked door using brute strength. Another important use for Stat rolls is to see if a character can resist the effects of something bad, such as mind control, poison, or shock.

The GM decides which Stat (Body, Mind, or Soul) is being tested by the action or situation. See the Stat descriptions in Chapter 04 (page 57) for suggested activities that are associated with particular Stats. For Stat rolls that relate to an Attribute, the relevant Stat is often provided in the Attribute description. If the GM feels two or three Stats are closely related to the action, an average Stat Value can be calculated instead, rounding up to the closest whole number.

The success of a Stat roll is determined by rolling two dice and adding the relevant Stat and any situational modifiers. The result is the total roll. This is compared to either the Target Number or to an opposed roll (page 169) to determine if the task was successful.

Total Roll = Dice Roll + Stat Value

For an opposed roll, the GM must decide what type of roll opposes it. This may be the same type of roll – for example, Body Stat versus Body Stat in a wrestling contest. Or it could be a different Stat, such as opposing Body versus Soul when seducing an innocent. In some situations, the GM may also decide that a Stat roll is opposed by another type of roll, such as a Skill roll.

USING ATTRIBUTES

If an Attribute does not specifically require a Stat roll, GMs can assume they function automatically in most situations. Of course, the GM may decide that a roll is necessary in unusual circumstances. For example, a character with the Flight Attribute can take to the air as needed, but the GM might require a Body Stat roll if they are attempting to navigate through a hurricane.

A character's Attributes or Defects can sometimes modify Stat rolls. For example, the Mind Shield Attribute adds a +2 bonus per Level to Mind Stat rolls when resisting psychic intrusion.

COMBINING STAT ROLLS

When more than one character applies the same Stat in a manner that would be additive, one character is considered the leader of the effort – often the character with the highest Stat – and the other characters are helpers. The leader receives a minor edge (page 172) on their Stat roll, and can (if desired) re-roll all three dice a number of times equal to the number of helpers until they are satisfied with the dice roll result.

SKILL ROLLS

A Skill roll is similar to a Stat roll, except it is used when the task is one that the GM decides would be governed by both a Stat and a particular Skill Group Attribute (page 112).

Total Roll = Dice Roll + Stat Value + Skill Group Level

> *Deciphering a scroll written in a rare alien language requires a Mind Stat roll, but this task falls under the umbrella of the Academic Skill Group. This is called a "Mind-based Academic Skill Group roll" – shortened to an "Academic Skill Roll". For such Skill rolls, add both the appropriate Stat and the Skill Group Level to the dice roll to determine the total roll.*

The GM is responsible for deciding which Stat and Skill Group are relevant to a particular task. Of course, the GM should listen to the player's reasoning why a particular Skill Group would apply to their roll, but the final decision belongs to the GM.

The GM should select the Target Number before the player rolls, or decide if the roll is opposed – in which case, the GM also decides whether the roll is opposed by a Stat roll or Skill roll (or other type of roll), and what Stats or Skill Groups are involved. This may depend on a character's actions. Sometimes the opposing roll will involve the same Skill Group, but often a different Skill or a Stat roll is more appropriate.

> *During a tense interrogation scene, a Mind-based Street Skill roll could be opposed by: a Soul Stat roll (if someone tries to resist by sheer will power); a Mind Stat roll (if the character tries to trick the interrogator); a Body Stat roll (to tough out any physical abuse); a Business Skill roll (if the character tries to make a deal to stop the interrogation); an Adventuring Skill roll (if the character pretends to pass out); etc.*

SKILL SYNERGY

It is possible for a character to have two or more Skill Groups that work well together during a specific task, such as the Technical and Scientific Skill Groups when trying to bypass a complex biomechanical lock. If the GM allows multiple Skill Groups to assist in the task, the character makes a Skill roll using the Skill Group ranked at the highest Level, gaining a minor edge (page 172) on the roll for one synergistic Skill Group or a major edge for two or more synergistic Skill Groups.

COMBINING SKILL ROLLS

When more than one character applies the same Skill Group at the same time towards the same goal, their efforts may overlap and they can work together to help each other. In this case, one character is considered the leader of the effort and the other characters are helpers. The leader receives a minor edge (page 172) if one or two other skilled characters are helping or a major edge if there are more than two helpers. The GM may limit co-operation in any situation where it would be inappropriate.

UNSKILLED ATTEMPTS

Often, a character will attempt an action for which they do not possess the relative Skill Group. The approach in these situations is dependent on the nature of the action.

FAMILIAR ACTION

If the character is undertaking a familiar action, yet lacks a relevant Skill Group, make a Stat roll instead of a Skill roll. The familiarity should have been established previously, such as in the character's background, or should be consistent with the character's role within the setting. The player can explain why their character is familiar with the current task, with the GM having the final say whether the character is sufficiently familiar with the task to avoid an unfamiliar action penalty.

A teen superhero-in-training who attends university to study astronomy has at least a cursory familiarity with many academic fields. Similarly, almost all characters living in Empire City may be familiar with the process of driving a car, even without a relevant Skill Group. An alien from a low-technology planet, however, is likely not familiar with motor vehicles, and therefore driving would be an unfamiliar action for that character.

UNFAMILIAR ACTION

If the character is undertaking an action with which they are unfamiliar, the task should be treated as a normal Stat roll but with a minor or major obstacle (page 172) applied to the roll – depending on how much the GM feels training is required and how background aspects of the character could affect the attempt.

Keeping a plane flying after the crew falls unconscious is a daunting task for anyone not trained as a pilot. An average character might therefore receive a major obstacle to their Mind Stat roll. A character who is an aficionado of combat jets and aircraft documentaries might only receive a minor obstacle on the roll – even if they have never actually piloted a plane before.

REQUIRED SKILL

The GM may decide certain tasks automatically fail when performed by characters lacking the required Skill. Examples of required Skill activities include: performing brain surgery, deciphering ancient hieroglyphics, concocting an antidote for a poison, estimating the value of a rare piece of art, etc.

INITIATIVE ROLLS

Initiative rolls are a special type of roll made by participants at the start of a combat scene to determine the order in which they will act. Each participant in the battle makes an Initiative roll using the sum of two dice plus their Attack Combat Value (after modification by specific Attributes and Defects). In addition, the Lightning Reflexes Combat Technique (page 72) gives the character a minor or major edge on their roll. Initiative rolls determine the Initiative order, from the highest to the lowest total roll. See Initiative, page 175.

Total Roll = Dice Roll + Attack Combat Value + bonuses

SHOULD YOU ROLL THE DICE?

Not all actions require a dice roll. Obviously, many mundane character activities, such as hammering a nail, riding a horse down a road, or eating lunch, should never need dice rolls unless there are exceptional circumstances surrounding the character's actions. In other situations, the necessity to roll dice is less obvious. If a character is virtually guaranteed to succeed at a task, then the GM should consider whether the roll is necessary. While it is true that the character might fail, having the player roll the dice will slow down the game. Consequently, GMs should recognise when a character is almost certainly going to succeed at an unopposed task and not request a dice roll.

The following is a list of suggestions for when the dice should and should not be rolled. If a roll is unnecessary, the character should gain an automatic success.

ROLL DICE WHEN...

- The unpredictability of dice adds to the excitement of the game
- The action is foreign to the character
- The action has been a weakness for the character in the past
- The character is somewhat distracted or cannot concentrate on their task
- Another character or NPC is working directly against the character
- The action is not of trivial difficulty compared to the character's talents, powers, and capabilities
- Outside forces influence the actions
- The player wants to roll the dice

DO NOT ROLL DICE WHEN...

- Rolling would reduce the enjoyment of the game
- The action is routine for the character
- The task's difficulty is trivial compared to the character's talents, powers, and capabilities
- The character is hedging on a roll (page 173)
- Story flow is more important than the roll

BEYOND TWO DICE

Although most dice rolls involve simply rolling two six-sided dice as described earlier, specific circumstances may result in the player rolling additional dice or no dice.

EDGES AND OBSTACLES

Sometimes an Attribute, Enhancement, Limiter, or Defect provides distinct changes to your character's dice rolls known as edges and obstacles. These modifiers shift the probability distribution of the dice rolls away from a symmetrical triangular distribution (that has a value of 7 in the middle) to an asymmetrical skewed curve as shown on page 166.

For example, a character with the Elasticity Attribute (page 79) receives a minor edge on unarmed attack rolls to express their flexibility advantage. Conversely, a Weapon with the Inaccurate Limiter assigned twice (page 136) gives the character a major obstacle on attack rolls to reflect the imprecise nature of the attack.

MINOR EDGES AND OBSTACLES

When a minor edge or obstacle is applied to a roll, you roll three dice instead of just the normal two dice. You add together the two highest numbers for a minor edge (discarding the lowest roll), or two lowest numbers for a minor obstacle (discarding the highest roll). For example, if you roll three dice that come up as a 1, 3, and 6, the final roll result for a minor edge would be 9 (3+6) and for a minor obstacle would be 4 (1+3).

MAJOR EDGES AND OBSTACLES

When a major edge or obstacle is applied to a roll, you roll four dice instead of just the normal two dice. You add together the two highest numbers for a major edge (discarding the lowest two rolls), or two lowest numbers for a major obstacle (discarding the two highest rolls). For example, if you roll four dice that come up as a 2, 2, 3, and 5, the final roll result for a major edge would be 8 (3+5) and for a major obstacle would be 4 (2+2).

MODIFYING THE DIFFICULTY

The GM can also apply edges and obstacles to character rolls when situationally and dramatically appropriate to increase or decrease the difficulty of an action.

A character attempting an emergency appendectomy (a Challenging task with TN 18) might receive a minor edge to their Skill roll under ideal conditions, such as being walked through the procedure by an expert surgeon. Conversely, a character riding a horse through an obstacle course (an Easy task with TN 9) might suffer a major obstacle to their Skill roll under exceptionally adverse conditions, such as having to avoid enemy gunfire while negotiating the course.

ALICE, QUEEN OF HEARTS

MULTIPLE EDGES AND OBSTACLES

Occasionally, situations may arise during the game in which more than one edge or obstacle applies to a dice roll – a common occurrence when using optional rules from Chapter 09 (page 191) during play. For these situations, consider the following guidelines:

TWO MINORS EQUAL A MAJOR

Situations that call for two minor edges or two minor obstacles can be replaced by one major edge or obstacle instead.

OPPOSITES CANCEL EACH OTHER

If both a minor edge and minor obstacle apply to the same roll, the modifiers cancel each other, and the dice roll is made as normal. The same situation applies to major edges and major obstacles.

OPPOSITE MINOR REDUCES A MAJOR

If a major obstacle is applied to the same roll as a minor edge, the major obstacle is reduced to a minor obstacle, and the minor edge is cancelled. Of course, the converse is also true. This situation is an application of the first two guidelines combined.

OPPOSED ROLLS MAY TAKE SPILLOVER

For opposed rolls (such as in combat), a modification that goes beyond a major obstacle or edge can apply a reverse modifier to the opponent's roll. For example, if an attacker gains both a major edge and a minor edge to their roll, only the major edge applies, and a minor obstacle is imposed on the opposing roll instead (the defender, in this example). Simply max out one roll at a major edge or obstacle and apply any secondary modifiers to the opposing roll as an inverse effect.

MULTIPLE EDGES CAN ALLOW RE-ROLLS

As an alternative to the spillover rule above, each minor edge applied to a roll that already benefits from a major edge is converted to one optional immediate re-roll instead. Similarly, an additional major edge converts to up to two optional re-rolls. Just like for the Mulligan Attribute (page 99), all dice must be re-rolled should that option be carried out, and not just selected undesirable dice values.

MAXING OUT AT MAJOR IS FINE

It's also a reasonable alternative to ignore any modifiers that would exceed a major edge or obstacle - regardless of the number of modifiers that apply.

EXCEEDING TWO DICE A POSSIBILITY

Finally, your group may wish to turn every minor edge or obstacle into one extra die rolled and every major into two dice, which is added to the two dice that are normally rolled. For example, if two minor and two major edges would apply to a single roll, instead the player would roll a total of eight dice - the two normal dice, plus one for each of the two minors, plus two for each of the two majors - and then generate a final dice roll total using the highest two dice values (or lowest two values for obstacles instead of edges). In these rare situations, be sure to apply first the earlier guidelines that cancel edges and obstacles on the same roll.

HEDGING ROLLS

At the GM's discretion, a player may eliminate the random element of a dice roll for their character by assuming an automatic result of 7 instead of rolling the dice (known as "hedging"). Any Attribute bonuses or penalties still apply as normal, adding to or subtracting from the 7 result. A character can use hedging on any roll if the GM permits, including Stat, Skill, Initiative, attack, and defence rolls.

The hedging value of 7 is increased to 8 for a minor edge and 9 for a major edge, or decreased to 6 for a minor obstacle and 5 for a major obstacle.

NPC HEDGING

Though even Game Masters enjoy rolling dice, they may also wish to speed up task resolution when NPCs are involved. This can apply during combats between the player characters and NPCs, or during other unopposed tasks that the NPCs attempt. Resolving tasks becomes much more efficient and speedy when the NPCs use hedging on all their rolls (generating a value of 7) instead of needing the GM to roll dice.

TRI-STAT DX – VARIABLE DICE

In 2002-2003, Absolute Power's underlying Tri-Stat System (as initially developed for the anime RPG, Big Eyes, Small Mouth or BESM) evolved from using only six-sided dice (d6) to ten-sided dice (d10) with the publication of Silver Age Sentinels. Other Tri-Stat games further diversified the dice used to d12 (The Authority RPG) and d8. The logical conclusion led to the publication of a universal Tri-Stat dX game, where "dX" represented any dice size – from d4 (low-powered, sub-human games) through d20 (god-like powered games).

WHY DX EXISTED

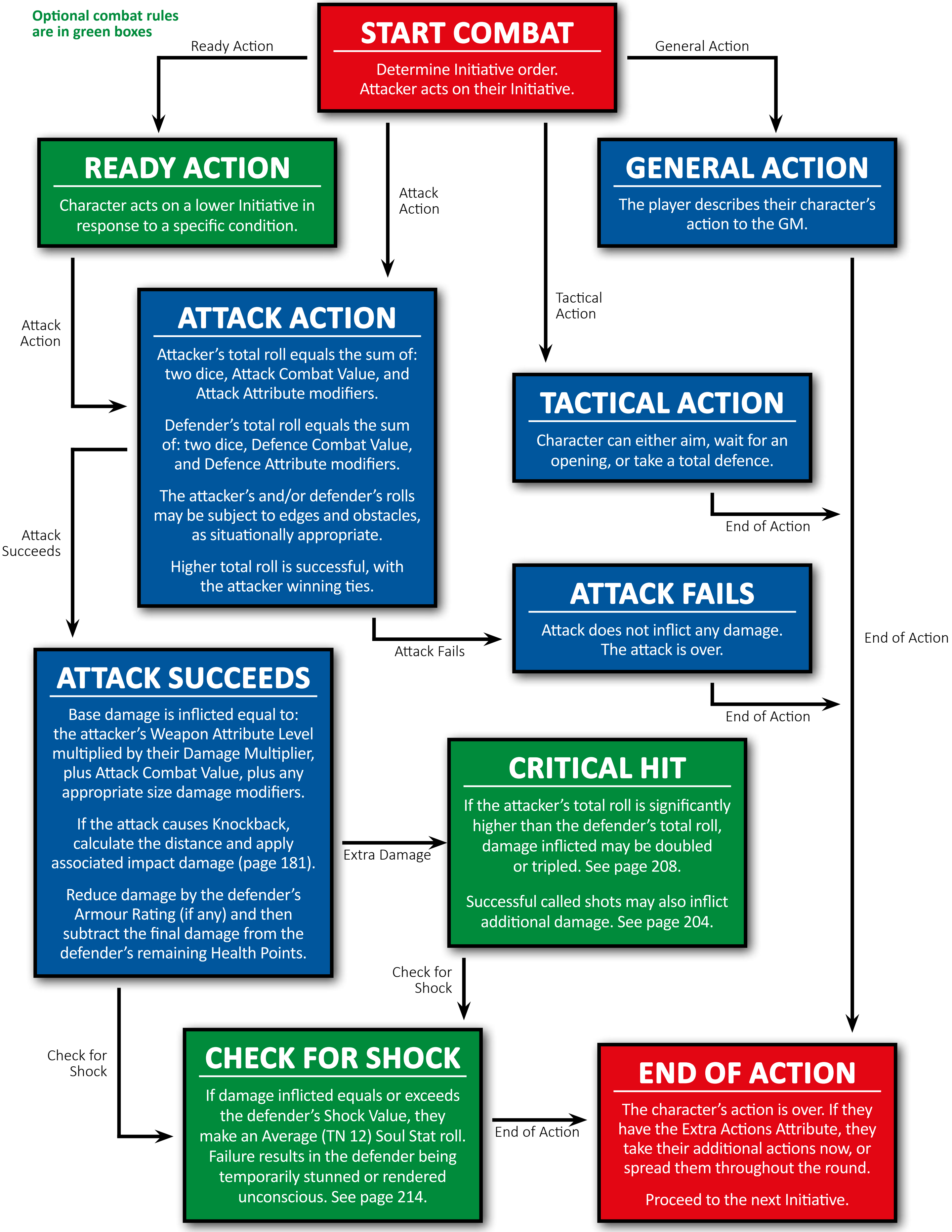
Those alternate dX variations – where the dice size shifted according to the power level of the adventures – were needed in the original roll-under Tri-Stat System to alter the probabilities of achieving success for the range of character aptitudes. A Stat of 4 has always represented the adult human average. In Tri-Stat dX, to succeed in a Stat-related task, the player must roll their character's Stat or lower on two dice. In Silver Age Sentinels that uses d10, the probability of rolling 4 or less is only 6%, which is not very likely. This is a desired result, though, since average humans shouldn't often succeed in tasks that are considered normal for a superhero game. In a human-level BESM game that uses d6, though, the probability increases to 17%. Again, this percentage matches the desired result since an average human should have a reasonable, not minuscule, chance of succeeding in a game where above-average humans are normal player characters. Thus, changing the size of the dice in Tri-Stat dX was an easy way to scale the game to the correct power level (and thus success frequency) for the players characters.

AN OUTDATED LEGACY

This dX trend was rendered unnecessary when the Tri-Stat System and Absolute Power switched from a roll-low and roll-under system to its current roll-high implementation. Now that task resolution is additive – that is, adding the dice roll result to the character's Stat value and Skill Group Level – the power level of any game can be accommodated equally well. Furthermore, characters of wildly different power levels can interact using the same system and its two six-sided dice with ease, with high-Stat individuals gaining a natural and significant advantage over those with lower Stats.

In short, Tri-Stat dX is dead. **Long live 2d6!**

SUPERHERO ACTION



Optional combat rules
are in green boxes
Ready Action
General Action
Attack Action
Tactical Action
Attack Action
Attack Succeeds
End of Action
Attack Fails
End of Action
End of Action
Extra Damage
Check for Shock
Check for Shock
End of Action

START COMBAT

Determine Initiative order.
Attacker acts on their Initiative.

READY ACTION

Character acts on a lower Initiative in response to a specific condition.

GENERAL ACTION

The player describes their character's action to the GM.

ATTACK ACTION

Attacker's total roll equals the sum of: two dice, Attack Combat Value, and Attack Attribute modifiers.

Defender's total roll equals the sum of: two dice, Defence Combat Value, and Defence Attribute modifiers.

The attacker's and/or defender's rolls may be subject to edges and obstacles, as situationally appropriate.

Higher total roll is successful, with the attacker winning ties.

TACTICAL ACTION

Character can either aim, wait for an opening, or take a total defence.

ATTACK FAILS

Attack does not inflict any damage.
The attack is over.

ATTACK SUCCEEDS

Base damage is inflicted equal to: the attacker's Weapon Attribute Level multiplied by their Damage Multiplier, plus Attack Combat Value, plus any appropriate size damage modifiers.

If the attack causes Knockback, calculate the distance and apply associated impact damage (page 181).

Reduce damage by the defender's Armour Rating (if any) and then subtract the final damage from the defender's remaining Health Points.

CRITICAL HIT

If the attacker's total roll is significantly higher than the defender's total roll, damage inflicted may be doubled or tripled. See page 208.

Successful called shots may also inflict additional damage. See page 204.

CHECK FOR SHOCK

If damage inflicted equals or exceeds the defender's Shock Value, they make an Average (TN 12) Soul Stat roll. Failure results in the defender being temporarily stunned or rendered unconscious. See page 214.

END OF ACTION

The character's action is over. If they have the Extra Actions Attribute, they take their additional actions now, or spread them throughout the round.

Proceed to the next Initiative.

COMBAT

Conflict is an essential component of nearly all role-playing games. Physical conflict, or combat, is an important element of Absolute Power – but important need not be the same as frequent. Combat should be a vital element of a scene and not just a distraction that the GM uses to pass the time. The combat rules created for the Tri-Stat System were designed to mimic the dynamic and fast-paced battles of superpowered adventures. Whenever a character enters into physical conflict with another character or NPC, combat begins.

At the beginning of any new combat scene, the characters all make Initiative rolls (see below). This determines the order they can act in during the combat: the Initiative order. This remains constant for the duration of the combat and under normal circumstances does not change round to round.

After the Initiative order has been determined, combat proceeds through a series of one or more rounds. Each round of combat covers from 3-4 seconds of time from the characters' perspectives, depending on the characters' actions and the circumstances (the exact time scale is not particularly relevant, with anything from 1-10 seconds appropriate for a round). GMs can have rounds represent more time if it would be dramatically appropriate – for example, a long-ranged space battle. A round is simply the period of time in which an ordinary character can perform one significant action.

Characters are normally permitted to take one action per round, though characters with the Extra Actions Attribute (page 82) can act multiple times in a single round. An action is a major activity, such as attacking an opponent (an attack action) or doing something else significant like performing a magical ritual, using a special ability, or running away with no thought of doing anything else (a general action). An action can typically also incorporate limited movement while carrying out the activity. Defending against someone else's attack is not an action, but rather is an automatic reaction in response to an action (see the section on Defence, page 182)

Each round of combat is subdivided into two parts: Initiative and character action. The GM resolves Initiative first, then all the participants in a combat get to perform a character action. After they have done so, the round ends, and if combat is still ongoing, a new combat round begins.

DETERMINING INITIATIVE

Initiative regulates the order in which characters act. It is rolled only once, at the beginning of the combat scene, and remains constant for the entire fight.

Each participant in the battle makes an Initiative roll using the sum of two dice plus their base Attack Combat Value (after modification by specific Attributes and Defects). In addition, the Lightning Reflexes Combat Technique (page 72) gives the character a minor or major edge on their roll. The GM does the same for any NPCs engaged in the conflict.

Total Roll = Dice Roll + Attack Combat Value + bonuses

The GM should make a note of the Initiative total rolls of each character and NPC and rank them from highest to lowest (ties remain as ties). This is the Initiative order. The character with the highest total roll has "gained Initiative" and acts first at the beginning of each combat round (using all actions, if they have the Extra Actions Attribute), followed by others in descending order. Optionally, characters can decide to hold their Initiative until some time later in the round (see Readying, page 204).

Should two or more characters or NPCs have the same Initiative, the character with the highest Attack Combat Value acts before the others. In the event of another tie, the tied characters act simultaneously. Should additional characters enter the scene mid-way through the combat, roll Initiative for them and assign them a place in the Initiative order based on their rolls.

CHARACTER ACTION

Characters act in the sequence determined by the Initiative order. When it is time for a character to act, they may take their single action. If the character has the Extra Actions Attribute (page 82), they may take additional subsequent actions at this time.

TYPES OF ACTIONS

There are three categories of action: tactical actions, general actions, and attack actions. A character who can perform multiple actions may perform the same or different types of action. For example, a character with one Extra Action could choose to take two attack actions, a general action and a tactical action, two general actions, etc. Furthermore, decisions concerning the specifics of the subsequent actions can be made after the results of the previous action are known.

The Game Master should encourage players to give broad in-character descriptions of what their characters do, and simply use these rules as guidelines for adjudicating game effects.

TACTICAL ACTIONS

Rather than attacking outright, a character can optionally perform a tactical action that will assist in future attacks (aim or wait for an opening) or help them avoid future damage (total defence). Page 176.

GENERAL ACTIONS

This includes all other types of actions, such as using an Attribute, picking up a dropped object, performing a ritual, bursting through a door, performing first aid on a friend, running full tilt, or doing nothing except screaming for help. The effects of general actions are normally adjudicated by the GM. General actions may include movement, unless it would be incompatible with the action. For example, one can run forward while drawing a weapon, but not usually while performing first aid. Page 176.

ATTACK ACTIONS

An offensive attack action can combine an attack with limited movement, such as charging toward a foe or a description of a colourful combat manoeuvre. For example: "I grab the flag pole and swing down from the building to kick my opponent." Page 180.

TACTICAL ACTIONS

A tactical action is an additional type of action manoeuvre that will directly aid an upcoming attack or defence roll. The three standard tactical actions are aim, wait for an opening, and total defence. Regardless of how many actions the character has each round from the Extra Actions Attribute, they can only perform one tactical action in a single round. The bonus for aim and wait for an opening are cumulative, though, if the same one is used for a second consecutive round.

AIM

A character who intends to make a ranged attack may deliberately take extra time to aim. If a character aims a ranged weapon at a particular target for an entire round – and does not move or defend during that period – the next ranged attack on that opponent the following round gains a minor edge on the attack roll. Aiming for a second consecutive round improves that benefit to a major edge instead, but doing so for a longer period does not have any additional effect. This tactical action is common when a character has the time to plan a ranged ambush.

If an aiming character chooses to make a defence roll before attacking, the edge benefit of the aim is lost. The Extra Actions Attribute does not reduce the time a character must spend aiming.

WAIT FOR AN OPENING

An attacker who is at melee range may use a tactical action to study their foe, waiting for an opening, instead of attacking. This works much like aim: the next melee attack on that opponent the following round gains a minor edge on the attack roll. Waiting for a second consecutive round improves that benefit to a major edge instead, with no additional waiting for further rounds.

This action is especially useful if the character is planning an optional called shot (page 204). Unlike aiming with a ranged weapon, though, characters can still defend themselves against incoming attacks and move normally during combat while waiting for an opening. The Extra Actions Attribute does not reduce the time a character must spend waiting for the opening.

TOTAL DEFENCE

A character who takes this defensive tactical action is concentrating completely on defence instead of attacking or engaging in another activity. They may still move normally, but may not take other attack or tactical actions – regardless how many actions they have each round – since the character is dodging and weaving, parrying frantically, or ducking and hiding. The character receives a major edge on all defence rolls made during the round that the character is concentrating on defence, and consequently, the decision to use this action can be made anytime during a round before or on their Initiative; this decision cannot be changed until the round ends. Total defence is a good tactic for someone who is retreating or buying time until allies arrive.

GENERAL ACTIONS

Rather than taking an attack action during a combat round, a character may use a general action on their Initiative. Such non-combat actions include: using an Attribute (such as Change State, Dynamic Powers, Mind Control, Nullify, Teleport, etc.), using a Skill (to hide, examine something, undertake a task, etc.), untying a rescued captive, changing weapons, climbing into or out of a vehicle, moving quickly, writing a note, changing costumes, etc.

A general action may succeed automatically, or the GM can require a Stat roll or Skill roll to determine whether it succeeds; some Attribute descriptions provide guidance on appropriate Stat rolls. A general action may require one round or several rounds to perform at the GM's discretion.

ATTRIBUTE SYNERGY

Situations may arise in which a character has two or more Attributes that work well together during a specific task, such as a psychic with both the Exorcism and Mind Control Attributes who is attempting to purge a spirit from a host's body. If the GM allows multiple Attributes to work together and assist in the task, the character gains a minor edge (page 172) on the appropriate Stat roll with two synergistic Attributes or a major edge with three or more synergistic Attributes.

DOCTOR WILDE

WITHDRAW FROM COMBAT

Players may also use general actions to run away or safely withdraw from melee combat, provided the opposition does not attack at a later Initiative number in the same round. If the opponent presses the attack on a later Initiative number and thus refuses to let the character leave their engagement, the character's attempt to withdraw fails. To ensure a safe and successful withdrawal from melee combat, the character could instead hold their Initiative until after their opponent has acted, and then take their withdraw action (see the optional Readying rule, page 204).

FREE ACTIONS

Some activities require an insignificant amount of time and concentration to perform, and thus do not count as attack or general actions. A character can perform each of the following example activities (within reason) in addition to an attack or general action during a round, though this list is not exhaustive:

- Move a short distance (up to the character's speed), whether it's by land, sea, air, space – or swinging from a grappling line
- Jump up or forward, up to the character's maximum distance
- Climb an easy surface at one-half normal speed or a difficult surface at one-quarter normal speed
- Make defence rolls in response to any attacks against them
- Glance around their surroundings quickly
- Manoeuvre a vehicle or mount
- Say anything that fits within the span of a few seconds
- Draw or sheathe a hand-held weapon
- Blow a horn or play an instrument
- Open or close a door
- Withdraw an object from a backpack or purse
- Pick up a dropped weapon or other object
- Take a piece of equipment from a table or ally
- Remove a ring from their own finger
- Gobble down some food or drink
- Take money or a card from their wallet
- Throw a lever or a switch
- Quickly scroll through mobile messages
- Check the time on a watch or smartphone
- Take a book from a shelf within reach
- Extinguish a small flame
- Don a simple mask
- Pull the hood of a cloak over their head
- Insert and turn a key in a lock
- Exchange a quick kiss with a loved one
- Tap the floor with a weapon or other object
- Hand an item to another character
- Flex impressively to a crowd
- Smile for a news photographer snapping an image

ATTRIBUTES IN COMBAT

In some situations, a player may want their character to undertake a general action to use various Attributes in inventive ways in the middle of a fight. These rules in this section outline the use of such Attributes during combat, which can integrate with attack actions (page 180) as appropriate.

OFFENSIVE USE OF NON-WEAPON ATTRIBUTES

Creative characters can use a number of seemingly inoffensive Attributes in very effective ways while engaged in battle. Weapon is obviously designed for offensive use against an opponent, but what about Teleport? Could a character not teleport an opponent in front of a moving truck or out of a fight entirely? A wide range of Attributes can be used against one person or their possessions (depending on the Attribute), including: Exorcism, Dynamic Powers, Illusion, Metamorphosis, Mind Control, Nullify, Portal, Telekinesis, Telepathy, Teleport, Transmute, and Undetectable.

When a character wishes to use what is a normally inoffensive Attribute against an unwilling opponent, the character must take a general action and make a successful opposed Stat roll using the relevant Stat for the Attribute. Otherwise, the target resists the Attribute's effects entirely. Other Attribute rules apply as normal.

If the Attribute doesn't have the Area or Range Enhancement assigned and thus requires that the character touches the target, though, first they must also make a successful touch attack (page 180). This touch action integrates with the general action to activate the Attribute, and is not considered a distinct action by itself.

SPHERE OF CONTROL

If a character attempts to offensively use a non-Weapon Attribute on an object within the sphere of control of another person, the target character can make an opposed Soul Stat roll against the aggressor to resist the effect as though they were the target of the attack, not the object. This opposed roll is in addition to the initiating character's normal Stat roll that may be required to activate the Attribute.

For example, a technomage wants to use their Teleport Attribute to remove the bullets out of an opponent's gun. Teleport's Relevant Stat is Mind, and therefore the technomage needs to make a successful Mind Stat roll (against a Target Number the GM sets as appropriate to the situation) to activate the teleportation. However, if the target holding the gun successfully makes an opposed Soul Stat roll against the Technomage, they resist the Teleport effect on their weapon.

Other common objects usually in a target's sphere of control include: the ground beneath the target, the air around the target, objects the target holds or carries, Items to which the target assigned Points, etc. The GM determines what objects are under the defender's sphere of control, as dramatically appropriate.

AFFECTING GROUPS

When a non-Weapon Attribute is used offensively against a group of unwilling targets – which may require Enhancements, such as Targets (page 144), assigned to the Attribute – GMs may use one of two options for resolving the resistance roll.

GROUP CHECK

When a large group of people attempts to resist the effect of an Attribute, the GM makes one opposed roll, using the average Soul Stat value of the targets (or hedges the roll instead; page 173). Important characters, such as player characters or key NPCs, can make individual rolls for themselves to prevent the more vulnerable citizens from dragging down the important characters' higher Stats. In this way, either all of the regular targets are affected by the Attribute (on a failed opposed Soul Stat roll against the Attribute user) or none are affected (on a successful roll).

For example, a technomage attempts to Teleport a group of 50 people from inside a diner to the other side of the city. They successfully make a Mind Stat roll against the Challenging TN 18 set by the GM.

There is one important NPC within the group of 50: a gang leader trying to locate a lost artefact. They make a separate opposed Soul Stat roll (totalling 18) against the technomage (totalling 17) and succeeds; the gang leader therefore resists the Teleport attempt.

The other 49 people in the diner are not important NPCs, and thus the GM makes one dice roll for all of them. The dice roll a 9. The GM decides that the average Soul Stat of the 49 diners is 4 (they're regular people), and therefore their collective opposed Soul Stat roll is 13. Since this is less than the technomage's total roll of 17, all the 49 diners (but not the important gang leader, who resisted) are all teleported across the city.

INDIVIDUAL CHECKS

Alternatively, the GM can make one dice roll, which is used as the roll value for each character. Under this method, characters with high Soul Stats within the group may successfully resist the effects of the Attribute, while characters with low Soul Stats could be affected – since the single roll value is added to each target's individual Soul Stat to determine their separate total opposed rolls.

CHARACTER MOVEMENT

The GM decides whether they wish to keep detailed track of movement, ranges, and distances. In most close-in combat situations, GMs need not worry about exact speeds and distances since a general idea of the overall situation is sufficient. GMs can measure ranges in an abstract fashion – "you're behind them and in melee range" or "you can reach them in three rounds, if you hurry". The GM should judge how quickly the range shifts from relative speeds to dramatic necessity. For example, in a race between two opponents with equal speeds, the GM can allow the character who keeps winning Initiative (perhaps rolled every round instead of only once at the beginning) to increase the gap gradually between them and the other runner. A good way to resolve long-distance chases is for the GM to establish a certain number of combat rounds between the starting point and the goal; it then becomes a simple matter of reaching the target first.

MOVEMENT SPEED

If the GM wishes to keep precise track of movement and distances, assume an average human adult can:

- Walk approximately 1 metre/round (or kph) times their Body Stat for great distances
- Jog approximately 1.5 metres/round (or kph) times their Body Stat for extended distances
- Run approximately 2 metres/round (or kph) times their Body Stat for moderate distances
- Sprint approximately 4-5 metres/round (or kph) times their Body Stat for short distances
- Swim or crawl approximately 0.5 metres/round (or kph) times their Body Stat for extended distances
- Swim or crawl approximately 1 metres/round (or kph) times their Body Stat for short distances

CONVERTING KPH TO METRES/ROUND

Movement Attributes such as Flight, Ground Speed, Superspeed, Tunnelling, and Water Speed that are rated for a speed in kilometres per hour (kph) allow characters or vehicles to move at a speed of 1 meter per round for every kph of speed. This guideline assumes 3-4 seconds per round (ensuring that every kilometre per hour of speed equals 1 metre per round), but the GM can modify exact speeds as desired.

DIFFICULT TERRAIN

The provided movement speeds assume relatively simple terrain: roads, paths, open plains, clear building hallways, or still waters. Heroes often face dense forests, deep swamps, rubble-filled ruins, steep mountains, ice-covered ground, and swift-flowing currents – which are considered difficult terrains. Characters move at one-quarter to one-half their normal speed while traversing difficult terrain, depending on the narrative situation.

JUMPING DISTANCE

GMs can allow characters to jump as far as seems dramatically appropriate for the game. If distance is important, a stationary person can jump a number of metres forward equal to one-quarter of their Body Stat, or about one-eighth their Body Stat up or back.

A successful Body Stat roll allows a sprinting character to jump (in metres) one-quarter of their top speed (in kph); a failed roll means the character falls short. Thus, a sprinting character can normally jump a distance, in metres, equal to their Body Stat (since a character sprints at up to 4-5 metres times their Body Stat in a round). Similarly, a car racing along at 250 kph could "jump" 63 metres (250 ÷ 4) – but a wheeled or tracked vehicle or a boat can only "jump" if it has a ramp or other means of vertical ascent.

MEET KREUZRITTER

"Do you have everything you need?" Maria asked.

Hendrik Hertzog smiled, then kissed his wife on the cheek. "You worry too much," he replied, handing his jacket to a servant.

"You don't worry enough, 'Hendrik,'" she said, deflating. "Our children need you. Our homeland needs you. Be careful."

Hendrik sighed as he removed his tie. Maria took it from his hand, giving it to the same servant. "I am a cautious man, *mein Schatz*. Rest assured, I have the situation under control." The pair entered his sanctum, leaving the servants behind. Maria frowned, folding her arms, while Hendrik floated in the air. Clothes took themselves off, replaced by shining armour. "The location is secure, Maria."

"He has friends, my king," Maria said, bowing her head a fraction as the helmet slid on, transforming her husband into the mighty Kreuzritter.

"And I have accounted for them," Ernst insisted, nodding back. "I will return." Uniting magic and fire, Kreuzritter projected himself through secret conduits riddled under Thule.

When he emerged, it was in a base at the end of Thule's long northwestern peninsula, as far from Thulestag as one could be while remaining on Thulian soil. In a cavern deep underground, a dozen of his Secret Service agents waited, garbed in White Pawn armour. Far above, the North Sea lapped at the lair's only mundane entrance, protected by a minefield. Within, a base thrumming with Ur-tech suborned by Kreuzritter's magic held Devinder Singh suspended in a column of kinetic force.

The scientist twitched. "Honestly, Mr. Rauchenberger, could you not make an appointment?" he asked, voice shaking.

Ernst stared for a moment. He blinked. Then Kreuzritter laughed. "You have courage for a mortal man!" he responded, clapping the man on a shoulder. He left his hand there, slowly pushing heat into Dr. Singh's bloodstream. "I know the Ascension Institute developed anti-nullification technology for UNION, doctor. I know you were instrumental in that development." Singh began to shudder and sweat. "And I know that they are based on principles of the so-called 'Concord,' so please eschew the typical techno-babble."

Singh twitched, eyes tearing up. "That … is not … my field," he gasped.

Kreuzritter sighed. He concentrated, growing slivers of mica beneath the skin around Singh's shoulder blades. The scientist yelped, then began to whimper. "Kindly do not insult my intelligence," Ernst requested, pivoting the mica and diverting heat to them. "You study every invention the Institute produces. Please answer before you start screaming. It is quite distracting."

"Then maybe … you should stop – what are you – even doing–" Singh hissed, the twitches bordering on convulsion.

Slender hands tore a hole in space-time. To Kreuzritter's surprise, it was Amaranth, not Delta-V, who created the portal. The reason became clear in an instant when Delta-V teleported Sister Echo and Coldstone to Singh's side, while Lady Starbright and Kaleidoscope rushed Ernst. "Immortal interloper," Kreuzritter rumbled, summoning pillars of earth and drinking in seas from above.

"Which one?" Kaleidoscope quipped, smirking from beside Amaranth. Kreuzritter had just enough time to realise he was beeping before several of his own mines exploded along his armour. Rauchenberger roared in fury, smashing the opening shut, then restoring it.

The women had vanished and reappeared at Singh's side. Coldstone and Amaranth were dismantling the Ur-tech while Sister Echo carried her husband toward a new portal. "I've got you, hon," McCloud soothed, sheltering Dr. Singh in sonic waves.

"I am giving this place one star," Singh wheezed, "would not recommend."

Kreuzritter could not help a smile beneath the helmet. "You discount the amenities, doctor," he said, pulling the wind from their lungs.

Coldstone interrupted with a blow to Kreuzritter's face, distracting him long enough for Sister Echo, Delta-V, and Dr. Singh to escape. "I've got some air conditioning for you, Nazi," he snarled, "but you're not going to like it."

"Earthen fool," Kreuzritter snapped, concentrating. Somehow, the American brute was too resilient for Ernst's power to crush him, but Ernst was able to fling him aside. "I am–"

They all vanished except Amaranth. "You are Grendel, dreaming you are Prometheus," she warned, ignoring his effort to deny her air. Kreuzritter had just enough time to realise that his men were down and her head was shielded. "And you never learn." With that, Amaranth vanished.

With a howl, Kreuzritter crushed the spot where Amaranth had been anyway. *Next time, Sumerian*, he thought, glaring, *you will suffer*.

ATTACK ACTIONS

An attack is an attempt to strike a target, either physically or with an ability of some sort. It can also be used for similar non-violent actions that involve hitting a target, such as passing a ball to a sports teammate or serving in a tennis match.

ATTACK ROLL

An attack roll is used to resolve the success of an attack action in combat, such as an attempt to strike a blow with a fist or fire a weapon at an opponent. The attacking character rolls two dice and adds their Attack Combat Value to the result. The Enemy Attack, Melee Attack, and Ranged Attack Attributes may increase their Attack Combat Value when appropriate. The attacker's total roll is equal to the sum of the dice roll, Attack Combat Value, and appropriate Attribute modifiers.

Total Roll = Dice Roll + Attack Combat Value + bonuses

Before rolling the dice, the player should clearly describe the method of attack, the weapon their character uses (if any), and the target. If the character is trying something unusual, they should specify this beforehand. If attacking at a distance, they must also be within range (see below).

An attack roll is normally an opposed roll. The target gets a defence roll, representing their ability to dodge, block, or parry the attack. If the attacker's total roll equals or exceeds the target's defence roll, the attack is successful, and damage is usually applied (see page 183). If not, the character has missed the target or simply does not hit with sufficient force or accuracy to inflict damage. The attacker's action is over, and the attack has no effect – though a miss with a ranged weapon may cause collateral damage if the shot strikes somewhere else instead (GM discretion) or if it has the Area (page 142) or Spreading Weapon Enhancement (page 135).

UNOPPOSED RANGED ATTACK ROLLS

An unopposed ranged attack against an inanimate target usually succeeds automatically. Inanimate targets include buildings, areas of ground, unconscious or restrained foes, etc. An unopposed ranged attack roll made against a character who is capable of defending but chooses not to is an Average task (TN 12).

UNOPPOSED MELEE ATTACK ROLLS

An unopposed melee attack against an adjacent inanimate target – or against a character who is capable of defending but chooses not to – usually succeeds automatically (or has a Target Number of 0).

MELEE VS. RANGED ATTACKS

Some attacks are useful at a distance, while others are limited to close-ranged hand-to-hand fighting, known as a melee attack. It is up to the GM to decide whether they wish to track accurate ranges and distances or simply approximate them.

MELEE ATTACKS

A Weapon without a Range Enhancement (page 143) is a melee attack. It is only usable against adjacent opponents within touching distance (usually one to two metres). This is the range for swords, punches, bites, etc. and is the default range for all attacks if no range is listed. Weapons with the Reach Enhancement (page 134) are also considered melee attacks, but their effective distance is much further (three to five metres) due to their length.

The Melee Attack and Enemy Attack Attributes adds to the Attack Combat Value if the character is performing a melee attack with an appropriate weapon or against specific opponents. For example, Melee Attack (Sword) adds to Attack Combat Value when attacking at melee range with a sword while Enemy Attack (Undead) adds to Attack Combat Value while fighting zombies, vampires, ghouls, etc.

The Melee Defence Attribute (and similarly, the Enemy Defence Attribute, against specific opponents) adds to the Defence Combat Value if the character is defending against a melee attack with an appropriate weapon. For example, Melee Defence (Unarmed) adds to Defence Combat Value when dodging another melee attack (rather than parrying with a weapon).

THROWING MELEE WEAPONS

Weapon Items (or improvised objects, such as rocks and furniture) with Range 0 may optionally be thrown out to a range of one to five metres. The character loses the thrown Item and it will take at least one general action to recover it. The character suffers a major obstacle (page 172) on the attack roll when throwing such weapons, unless it is also balanced for throwing (such as a throwing knife). The Ranged Attack (Thrown Weapons) Attribute, rather than Melee Attack, adds to Attack Combat Value.

TOUCH ATTACK

Some Attributes – including Metamorphosis, Mimic, Mind Control, Nullify, and Telepathy – require a character to touch their target during use. It is much easier to just touch a person than it is to physically strike them with sufficient force and skill to cause damage. Consequently, any character who is merely attempting to touch an opponent and establish skin-to-skin contact without inflicting damage – which may include a grab, slap, punch, or full-body tackle – gains a minor edge on their attack roll. Touching a specific part of a target's body may also require an optional called shot (page 204), with those specific associated edges and obstacles applying to the rolls instead. This manoeuvre assumes the character is simply attempting to make physical contact with the target. If prolonged contact is required, the target must either be willing or the character must grapple the target (see page 209).

CASUAL TOUCH

Of course, characters don't need to start a fight to openly reach out and touch someone. Casual touching happens in everyday life, from handing cash to a street vendor to shaking hands with a business partner or superhero ally. These direct skin-to-skin examples, amongst countless others, present ideal opportunities to initiate touch-based Attributes outside combat.

Under normal circumstances, an attack roll is not required for a casual touch action, since the movement is not aggressive and the target is thus not defending against the character's touch. This guideline holds true even if the target usually would be unwilling to accept the character's intended use of an Attribute, such as a nightclub bouncer not relishing the idea of a character attempting to dominate them with Mind Control, but not detecting anything wrong with a casual bump during a crowded concert. Should the target be wary of the character's motives, though, and watchful of attempts at deceit – such as an offer for opposing metahuman army commanders to shake hands during a white-flag parley – the GM may decide that rolling for Initiative is warranted since a potential conflict is beginning.

RANGED ATTACKS

A Weapon attack or offensive Attribute with a Range Enhancement is considered a ranged attack. A ranged attack may be made against a target as far away as the Range Enhancement's maximum range (see page 143): 3 metres for one assignment, 10 metres for two assignments, 100 metres for three assignments, 1 km for four assignments, etc. In many situations, a weapon with a Range Enhancement can still be used against an immediately adjacent opponent in melee range (for example, firing a crossbow at an adjacent enemy), though it depends on the weapon.

RANGE 1 (3 METRES)

Since most physical Weapons and Items can be thrown longer distances, this Range category is usually reserved for such special attacks like hypnotic gazes, breath weapons, ki-powered blasts, etc.

RANGE 2 (10 METRES)

Most grenades and hurled weapons such as thrown knives, shuriken, and spears fall into this category.

RANGE 3 (100 METRES)

Most moderate magical and metahuman attacks (eye beams, mental assaults, fireballs, electrical attacks, force blasts, etc.), as well as conventional weapons like bows, pistols, and submachine guns, are in this category, as are most archaic firearms.

RANGE 4 (1 KM)

Most rifles, machine guns, autocannons, and powerful metahuman attacks are in this category, as are archaic black powder cannons and forceful magical spells.

RANGE 5 (10 KM)

Most portable missiles, artillery, and vehicle/mecha cannons are in this category.

RANGE 6 (100 KM)

Heavy missiles and torpedoes, spacecraft beam cannons, and overwhelming metahuman attacks may fall into this class.

RANGE 7-8 (1,000 - 10,000 KM)

Long-range strategic missiles, cruise missiles, heavy spacecraft weaponry, and world-shaking magical assaults may fall into these classes, or be even longer-ranged attacks (Rank 9+).

KNOCKBACK

Normal blunt kinetic attacks (such as punches, kicks, and standard edgeless melee weapons) – plus other Weapon Attributes with the Knockback Enhancement (see page 133) – can inflict Knockback upon a successful hit. Lacerating attacks such as a slash from a sword or a piercing spear do not normally inflict Knockback. The target is knocked back one metre for each point of base damage delivered, before adding the attacker's Attack Combat Value (unless the character has the optional Enhanced Knockback Combat Technique, page 192). This Knockback distance is reduced by the target's Body Stat, in metres. Additionally, the Immovable Attribute (page 88) and Force Fields without the Impacting Limiter (page 85) reduce Knockback.

KNOCKBACK IMPACT DAMAGE

Characters who are knocked back dramatically tumble along the ground or sail through the air but do not suffer any additional damage. When a character is knocked back into an object, however, they suffer 1 point of impact damage for each metre of Knockback, up to a maximum of five times the Armour rating of the object into which they are knocked (see page 264).

GMs may alter this guidelines to reflect specific situations or game styles, as appropriate. For example, a GM may decide that a character who is walloped by a hulking beast and knocked back 80 metres before skidding to a stop on the pavement will still suffer some damage (perhaps equal to one-tenth the Knockback distance), even if they do not collide with a building or object.

FALLING AFTER KNOCKBACK

If a character is knocked high into the air, off a building, or some other similar situation, additional damage may be suffered when the character falls to the ground. The Special Movement (Cat-Like) Attribute and perhaps an appropriate Skill roll can mitigate such damage (GM's discretion).

If a character is knocked up into the air (i.e. the attack direction pointed up), reduce their Knockback distance by half. The character falls back to the ground and suffers full damage from the fall (see Table 8-3, page 184), rather than the impact outlined above.

SIMPLE KNOCKBACK

Although the base calculation for Knockback is straightforward – ignoring the Enhanced Knockback Combat Technique, Immovable Attribute, and Force Fields with the Impacting Limiter – some GMs may prefer a more qualitative approach. Simply using a guideline like "targets of powerful attacks are knocked back dramatically appropriate distances" can eliminate an extra calculation and make action-packed combats proceed more quickly and smoothly. This simple Knockback option will usually not have any direct character effect – other than moving the target out of melee combat range – but the situation might call for additional damage (such as being knocked off a tall building). GMs that use this narrative approach to Knockback means the players need not assign the Combat Technique (Enhanced Knockback), Immovable, or Force Field (with Impacting Limiter) Attributes to their characters.

DEFENCE

Defence is not an action but a reaction – it is an attempt to avoid being hit by an attack and includes dodging, parrying, blocking with a shield, diving for cover, and similar defensive manoeuvres.

DEFENCE ROLL

If a character is the target of an attack, they may immediately attempt to defend against it. Defences are not dependent on Initiative order but are resolved as the attack roll is made. A defence roll represents dodging, blocking, or parrying. It is always an opposed roll against an attack roll.

The defending character rolls two dice and adds their Defence Combat Value to the result. The Enemy Defence, Melee Defence, and Ranged Defence Attributes may increase their Defence Combat Value when appropriate. The defender's total roll is equal to the sum of the dice roll, Defence Combat Value, and any applicable modifiers.

Total Roll = Dice Roll + Defence Combat Value + bonuses

If the defence roll exceeds the opposing attack roll, the attack was successfully dodged, blocked, or parried. Each character can attempt only one defence against a particular attack, though a character may defend against more than one attack in each round.

TAKING COVER

Characters who are taking cover when attacked at range – or in some situational instances, melee combat as well – receive a minor edge (partially covered) or major edge (mostly covered) on their defence rolls. Of course, attackers cannot usually target characters who are completely concealed and cannot be seen unless the method of attack provides that ability (such as Weapons with the Area or Indirect Enhancements).

DEFENDING IN A VEHICLE

If a vehicle is the target of an attack, its driver or pilot usually makes the defence rolls. If a vehicle is unable to manoeuvre (trapped in a confined space, for example), the GM may decide that it cannot defend at all. A driver cannot normally defend the vehicle against attacks made by a character riding in or on it.

DEFENDING WITH A SHIELD

Shields are primarily designed to deflect blows and turn them aside, whether these are actual shields or simply some other large, resistant object. Some larger shields (page 244) have the Potent Enhancement, which provides the targetted character a minor edge (for Potent -1) or major edge (for Potent -2) when defending with a shield. Under these circumstances, the shield's Armour Rating does not reduce damage inflicted from a successful hit, since a success indicates that the shield deflection was bypassed. This is a default assumption: the attacker will always try to bypass a shield, and a defender will try to interpose the shield to block.

STRIKING A SHIELD

If an attacker does not care about bypassing the shield and prefers to strike it head-on, the defender does not gain the associated Potent edge on their defence roll, but instead receives the benefit of the shield's Armour Rating (the shield acts like a normal Armour Attribute in this situation). See page 68 for details on how Armour Ratings reduce damage.

An attacker cannot attempt to strike a shield and also perform an optional called shot (page 204) on the character directly. In order to successfully perform such a called shot, the attacker must attempt to bypass the shield as normal.

NO DEFENCE ROLL

A character can usually defend regardless of the other actions they have performed that round, provided they are aware of the attack and free to move to avoid or stop it. The exception to this is if the character's concentration is so focussed that it precludes defending, such as that required by the Activation and Concentration Limiters (page 145).

CHOOSING NOT TO DEFEND

If a target is capable of defending, but chooses not to for whatever reason, the attacker succeeds automatically for melee attacks. For ranged attacks, the attacker makes an unopposed attack roll against an Average task (TN 12; optionally modified for the target's Size; page 47). If successful, damage is delivered normally.

NO NEED TO DEFEND

If the target's total defence roll against an attack would still be successful even if the target only rolled as low as a 2 on the dice – i.e. the defender is either much better than the attacker, or the attacker rolled a very low number – the defence is automatic. The ineffective attack isn't considered an actual attack (it's ignored) when using the optional Flanking Defence Combat Technique (page 72).

DAMAGE

Successful attacks, accidents, and other hazards can all inflict damage, which measures the degree of physical injury inflicted by blows, burns, broken bones, lacerations, toxins, penetrations, and other physical trauma. Damage is subtracted from the Health Points of the victim.

WEAPON DAMAGE

The Weapon Attribute is used to define most Attacks that are innate to the character (such as force blasts, electrical attacks, magic spells, etc.) or which are built into Items (like swords, guns, and vehicles weaponry). A large number of Weapon Items are detailed in Chapter 10 (page 229).

If a character successfully attacks using a Weapon Attribute, multiply the Weapon Attribute's Level by the character's Damage Multiplier (page 59) and add it to their Attack Combat Value to determine the damage inflicted. This Attack Combat Value includes bonuses from the Attack Mastery, Enemy Attack, Melee Attack, and Ranged Attack Attributes, when appropriate.

Damage = Weapon Level x Damage Multiplier + Attack Combat Value

Citizen Prometheus successfully strikes a mid-level crime boss with his bright Level 8 Roman Candle attack (it's an effective Level 6 Weapon). Prometheus has a Damage Multiplier of 5 and Attack Combat Value of 16 when using ranged flame powers. His Roman Candle attack inflicts 46 damage on the crime boss (Level 6 Weapon x 5 Damage Multiplier + 16 ACV = 46 damage).

SIZE DAMAGE MODIFIERS

If a character is any Size Rank other than Medium (see page 47), the appropriate damage modifier is also added to the attack damage formula.

Damage = Weapon Level x Damage Multiplier + Attack Combat Value + Size Damage Modifier

WEAPON DAMAGE DEFAULT

When a Weapon delivers damage without much character intervention (such as caltrops on a floor or a guided missile impact), assume that the Damage Multiplier is 5 and do not add any Attack Combat Value to the final damage value.

Damage = Weapon Level x 5

LESS-INTERACTIVE DAMAGE

Some Weapons may require character action but inflicts damage that is somewhat less dependent on the attacker's combat prowess. This could include certain non-physical attacks, area effects, auto-generated attack capabilities, etc. The character's Attack Combat Value is not added to the final damage inflicted for these types of attack form calculations.

Damage = Weapon Level x Damage Multiplier

UNARMED DAMAGE – NORMAL

An unarmed person can strike an opponent using fists, feet, head, etc. This is every character's free Weapon Attribute (page 129). Such attacks are considered a Level 0 Weapon with the Stun Enhancement and Non-Penetrating Limiter. Consequently, the damage inflicted upon a successful unarmed attack is simply equal to the character's Attack Combat Value.

Damage = Attack Combat Value

SUPERSTRENGTH DAMAGE BONUS

An unarmed character with the Superstrength Attribute (page 118) inflicts an additional damage bonus of +10/Level. When using a normal melee or thrown Weapon instead (or Weapon attacks with the Muscle Enhancement, page 134), each Superstrength Level adds +2 to the attacker's Damage Multiplier. Attacks can only ever benefit from one of these two Superstrength damage bonuses.

Damage Bonus = 10 x Superstrength Level or
Damage Multiplier Bonus = 2 x Superstrength Level

NON-COMBAT DAMAGE

Non-combat damage occurs from accidents or disasters, which includes crashes and environmental hazards. Depending on the cause of the injury, Armour Ratings may or may not protect a character from some or all damage. For example, body armour might help against a rockfall, but not against drowning.

IMPACT DAMAGE

Damage may result from vehicle crashes, falls, avalanches, collapsing buildings, Knockback impacts (page 181) and similar hazards (see Table 8-3, page 184). Subtract a character's Armour Rating from the inflicted damage when appropriate, and then subtract the remaining damage from their current Health Points.

CRASHING

During the course of an adventure, a character's vehicle or mount may accidentally (or deliberately) crash into objects along the road, in the sky, in or on water, or in space. GMs should assess whatever damage they deem appropriate upon both the vehicle and occupants in a crash. The Armour and Force Field Attributes may protect against this damage at the GM's discretion. Similar damage can be applied to a character who jumps or is pushed from a speeding vehicle or is struck by one.

Table 8-3 assists the GM in determining the damage for hitting the ground, water, a building, or some other immovable object based on how fast the vehicle (or object, in the case of a mass striking a character) was moving during that round. If a speed falls between two damage values, use the greater of the two.

FALLING

A character who falls a great distance will suffer damage depending on the height they plummeted. At the GM's discretion, the character may be permitted to make an appropriate Body-based Skill roll with success halving the sustained damage to indicate a proper break fall. The Armour and Force Field Attributes may protect against this damage (again, at GM's discretion).

8-3: IMPACT DAMAGE

SPEED	FALLING DISTANCE	DAMAGE
< 10 kph	Less than 2 metres	no damage
10 kph	2 to 3 metres	10
20 kph	4 to 6 metres	20
30 kph	7 to 9 metres	30
50 kph	10 to 29 metres	40
100 kph	30 to 49 metres	60
250 kph	50 to 99 metres	80
500 kph	100 to 149 metres	100
1,000 kph	150 to 499 metres	120
2,000 kph	500 metres or more	150
Each Doubling		additional + 50 damage

ENVIRONMENTAL DAMAGE

Characters can suffer damage from the surrounding environment or from enemy attacks not covered by the Weapon Attribute. Since the conditions under which this damage is inflicted vary greatly from scene to scene, strict damage values cannot be listed for each event.

The entries in this section should help GMs and players determine the appropriate damage range inflicted but are only a general guideline. The important question to ask when determining damage is "how quickly do I think an average human would be knocked unconscious or die under this condition?" An average human has 40 Health Points and will thus fall unconscious at 0 Health Points (40 damage) and typically die at -40 Health Points (80 damage).

ACIDIC AND BASIC CHEMICALS

Acids (such as sulphuric, hydrofluoric, and hydrochloric) and bases (such as sodium hydroxide, bleach, and potassium hydroxide) cover a wide range of chemical concoctions that cause severe damage or burning to skin and organ tissue – even sometimes penetrating to the bone! Most laboratory chemical exposure is limited in scope, causing localised damage that will scar flesh but is unlikely to kill a human. Full-body exposure to chemicals or complete immersion in a chemical vat can cause extreme burning and kill within several rounds. Since many chemicals are viscous, they will stick to the body and continue to burn until washed away thoroughly. Particularly nasty chemicals will penetrate deeply into the body quickly and destroy living tissue within.

An average chemical exposure localised to a small area inflicts 2 damage each round until washed away, with maximum damage capped at 10-20. Extreme exposure inflicts 5-40 damage each round, depending on the chemical strength.

COLD

Under normal circumstances, a human body can survive in cold environments for extended periods (i.e. hours) before severe damage (including frostbite – the freezing of body tissue) or death occurs. Damage will depend on the air temperature: for every 10 °C below 0 °C, the character receives 1 damage every 10 minutes. For example, a character exposed to -40 °C temperatures will suffer 4 damage every 10 minutes, or 24 damage an hour. Strong wind-chill factors can double or triple this damage, while adequate clothing can reduce it significantly or eliminate it.

Exposure to cold liquids will result in even greater damage: for every 10 °C below 0 °C, the character receives 2 damage every round. For example, characters will suffer the following damage each round of exposure: 36 in liquid oxygen (-183 °C), 40 in liquid nitrogen (-196 °C), 50 in liquid hydrogen (-253 °C), and 52 in liquid helium (-269 °C).

Characters exposed to cold, but above-freezing, temperatures can suffer from health-related issues like hypothermia, though.

ELECTRICITY

The voltage and current of an electric shock vary greatly, from common household outlets, to high tension wires, to powerful lightning strikes. The damage is directly related to the amount of electricity that flows through the character's body, and thus grounded characters (with good connections to the Earth) will take 5 times more damage than insulated characters (with a weak or no connection to the Earth). Approximate damage inflicted each round (insulated/grounded): residential current 1/5; average commercial current 5/25; strong commercial current 10/50; and lightning strike 10-20/50-100.

FIRE

Like acid/base damage, fire can burn and scar a character's skin very quickly, but death is only likely after long exposure. The damage values listed in this section relate only to heat damage, either through direct skin contact or heated air. Secondary damage, such as smoke inhalation or lack of oxygen, can inflict additional damage – sometimes exceeding the heat damage. Small fires with localised damage can rarely exceed 40 damage total. Approximate damage inflicted each round: candle flame (2); small fire (4); medium fire (8); large fire (12); blazing inferno (15-25).

PRESSURE

The human body can withstand a wide range of pressures (often measured in "atmospheres"), but bones will break and lungs will collapse under extreme conditions. The amount of pressure applied to the body is difficult to intuitively estimate unless the character is underwater: pressure increases about one atmosphere for every 10 metres of water depth. Characters do not suffer any significant pressure damage up to 10 atmospheres, provided the pressure is gradually increased and it's not a sudden shock. Additional atmospheres of pressure inflict 1 damage each round. For example, at 400 metres underwater (40 atmospheres), a character will suffer 30 damage each round (40-10=30).

RADIATION

Harmful radiation, such as that emitted by nuclear reactors and radioactive chemicals, causes extreme damage to the human body. The majority of the damage inflicted by nuclear bombs near ground zero results from the heat and shock wave rather than the nuclear fallout. Exposure to extreme radiation has very little immediate effect upon a character. Within hours or days, however, the cellular damage becomes painfully clear; humans will usually die within a week as the body shuts down. Low levels of radiation exposure will eventually cause radiation sickness, cancer, and death, but these effects can take months or years to develop.

SUFFOCATION

The body's lungs, heart, and brain need a constant supply of air (specifically, oxygen) to continue functioning. Should that supply be removed, the body will quickly die. A character can hold their breath, without suffering damage, for approximately 10-20 seconds (3-6 rounds) multiplied by their Body Stat. After that point,the body will be starved for oxygen, and the character will suffer damage. Should the character's lungs fill with a gas or liquid other than air, such as water or chemicals, they will not only be deprived of oxygen but also cannot breathe again until the offending substance is removed. For each round of oxygen deprivation, the character suffers 1 damage. This rate is increased to 1/second if another substance enters the character's lungs as well.

VACUUM

A vacuum is a low-pressure area with little or no air to breathe, such as the vast infinite of space. In comic book reality, the following damage can be experienced by a character in a vacuum: unconsciousness, frozen eyeballs, frostbite, boiling blood, and even exploding limbs. In partial vacuums, such as those artificially created in Earth laboratories, characters suffer 2-5 damage each round. In near-complete vacuums, such as space, characters suffer 5-10 damage each round.

ARMOUR RATINGS AND DAMAGE

The Armour (page 68) and Force Field (page 85) Attributes can protect against injury by reducing the damage sustained by the Attribute's Armour Rating (or AR). If this reduces the damage to 0 or lower, the attack bounced off or was absorbed by the protection; no harm comes to the target.

The Penetrating and Piercing Weapon Enhancements (page 134) reduce the effective Armour Rating by 10 for each assignment (to a minimum Armour Rating of 0). Conversely, the Non-Penetrating Weapon Limiter (page 136) increases the effective Armour Rating of Armour and Force Fields by 10 for each assignment.

Continuing the earlier example: If the crime boss is wearing medium body armour with Armour Rating 25, this value is subtracted from Prometheus's 46 damage. The Roman Candle inflicts the remaining 21 damage.

DAMAGE TO HEALTH POINTS

If the target has no Armour Rating (or if some damage penetrates after subtracting the target's Armour Rating), reduce the target's current Health Point total by the amount of excess damage. Damage can be applied to both characters and Items.

Health Points = Current Health Points - Damage

If a character's current Health Points drop to zero or lower, the target is immediately knocked out (or ceases to function, if an Item receives damage). Further damage may kill the victim (see below).

LOW OR NO INJURY ATTACKS

The damage delivered by effectively Level 0 Weapons (which includes most unarmed attacks; page 129) only considers the attacker's Attack Combat Value since the Weapon's base damage is 0. For Weapons with an effective Level of -1, no actual damage at all is delivered, and consequently, such Weapons only have utility if they have been assigned specific Weapon Enhancements.

CHARACTER DAMAGE EFFECTS

Suffering damage in combat or through other actions results in the loss of Health Points. Total loss of Health Points can cause a character to pass out or die.

Should a player character or NPC's Health Points ever drop to zero or below, they have suffered a severe wound and are rendered unconscious from the trauma. If a character is reduced to the negative value of their Health Points (for example, to -40 if the character's normal Health Point maximum is 40), they have suffered a mortal wound and will soon die – or possibly fall into a coma, depending on the tone of the game – unless medical attention arrives promptly. The GM may allow a dying character to linger long enough to say a few last words or perform some other final, heroic action.

CHARACTER DEATH

Death in a game adventure can occur rarely, often, or never, depending on the tone and theme of the campaign. The default rule position in Absolute Power is that player character and NPC death is a real consequence of extreme actions; it happens rarely but can result from deadly force or careless negligence. Heroic characters are responsible for keeping their powers in check and not laying waste to their opponents haphazardly if they wish to avoid the potential for killing indiscriminately.

Not all superhero stories should have the possibility for combat death or the chance of accidental death, however. In these games, characters may hit a villain with their full might and be comfortable that the GM won't announce they've unwittingly decapitated their opponent. Wounds may require medical attention, and knockouts, concussions, and comas are all possible, but death only occurs when a player announces that their character has had enough and is seeking to inflict mortal injury. Flexibility with this rule gives players the freedom to let loose a little but still maintains the option for intense role-playing.

RECOVERY

A character who suffers lost Health Points or Stat Points due to damage may heal naturally, while mechanical characters can undergo repairs.

RECOVERING HEALTH POINTS

Health Points regenerate at a rate equal to the character's Body Stat for each day of rest. For example, a character with a Body Stat of 5 rejuvenates 5 Health Points daily. The healing rate doubles if the character is in the care of someone with an appropriate Skill Group, but halved (round down) if they do not spend time resting.

ENHANCED HEALTH RECOVERY

In more cinematic and less realistic games, the default rate of recovering Health Points may proceed too slowly. The GM and players may jointly decide to increase the Health Point recovery rate to hourly instead of daily.

Note that for Weapons with two assignments of the Incurable Enhancement (page 133), the natural healing rate slows to a daily rate instead of a weekly rate when using this enhanced recovery rule.

RECOVERING STUN DAMAGE

Health Points lost as a result of normal unarmed attacks or a Weapon Attribute with the Stun Enhancement (page 135) return at a rate equal to the character's Body Stat every hour.

RECOVERING DRAINED STATS

Stat Points lost as a result of a Weapon Attribute with the Drain Enhancement (page 132) return at a rate of one Stat Point every hour.

REPAIRING EQUIPMENT

Items, such as weapons, vehicles, or other gadgets, can become damaged in the course of adventures. Characters can repair damage to equipment by making an appropriate Skill roll, usually applying either the Occupation, Technical, or Scientific Skill Groups (as best suited to the work). If the object has Health Points, each successful Skill roll repairs 10 Health Points. Each Skill roll should take approximately one day of work (approximately six to ten hours), depending on the extent of the repairs required. Many mechanical, non-organic characters do not recover Health Points automatically and must be repaired.

ENERGY POINTS

Energy Points represent a character's reserve of personal stamina, luck, and spiritual power. They are used to power Attributes that have the Deplete Limiter (page 146) and may be drained as a result of attacks by Weapons with the Enervation Enhancement (page 132), as well as through general fatigue.

Since Energy Points are only used for specific applications during gameplay, this section is considered optional for campaigns that do not include characters or Items with Deplete or Enervation, and do not feature situations requiring Energy Points.

FATIGUE

The GM may rule that a character will lose Energy Points if they are travelling, working, or using their metahuman powers without taking time to rest. As a guideline, every 5-10 minutes of hard work or tiring travel (jogging, swimming, etc.) can result in a loss of one Energy Point. In most situations, this is too much trouble to worry about tracking precisely, but the GM may wish to impose it during a situation where characters balance their exhaustion with a race against time.

OUT OF ENERGY

If a character's Energy Point total is ever reduced below zero, they will collapse due to exhaustion until their Energy Points are sufficiently recovered.

RECOVERING ENERGY POINTS

The average of the Mind and Soul Stats (round down) equals the number of Energy Points that the character recovers every hour with rest. For example, a character with a 7 Mind and a 3 Soul regains 5 Energy Points every hour of rest (7+3=10; 10÷2=5).

A character who is in the presence of an ally with the Inspire Attribute (page 90) will recover additional Energy Points every hour equal to the Inspire Level, whether or not they rest.

ENHANCED ENERGY RECOVERY

In more cinematic and less realistic games, the default rate of recovering Energy Points may proceed too slowly. The GM and players may jointly decide to increase the Energy Point recovery rate to quarter-hourly (every 15 minutes) instead of hourly.

DRAMATIC FEATS

A character's Energy Points can also represent a character's reserve of luck or karma that can be used in moments of high drama or extreme emotion to transcend a character's normal limits. Only player characters and significant NPCs may use Energy Points in this way.

A moment of high drama is one in which something the character holds dear is at risk. This could be the character's own life, of course, but it should usually be something that transcends that, such as the safety of a loved one or close friend, or the success of an important cause (including revenge against a hated nemesis).

In such circumstances, Energy Points can be spent to temporarily provide a bonus to any dice rolls the character makes. The character may spend these Energy Points after rolling the dice. Each +1 bonus to a die roll burns 10 Energy Points. A character may add a maximum die roll bonus equal to their Soul Stat.

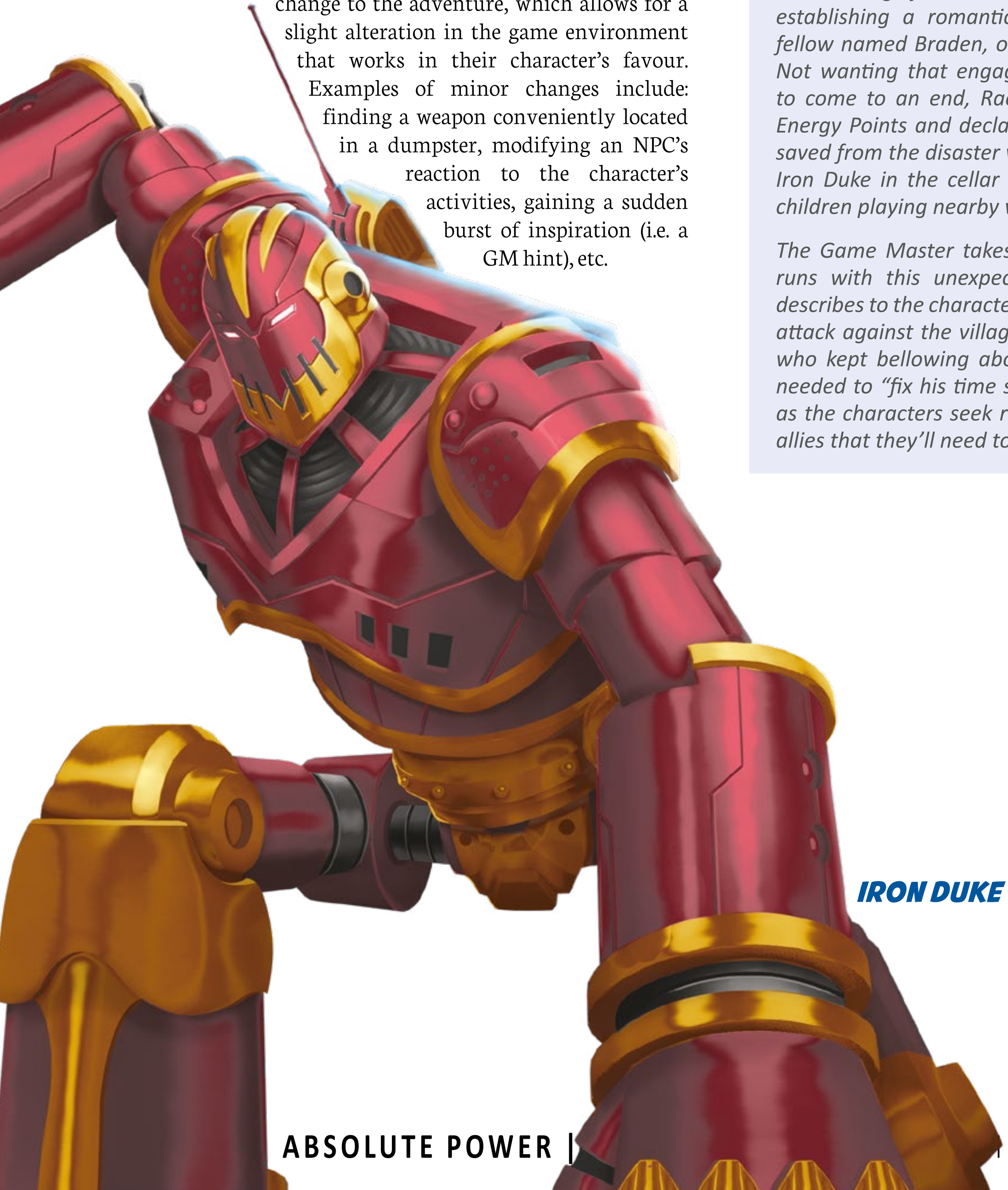
Energy Points spent activating a dramatic feat return at the character's normal recovery rate.

PLAYER RETCON

Retroactive continuity, or "retcon", can be a helpful role-playing device in which established plots or actions in a game are changed or ignored for the betterment of the unfolding adventure. With GM permission, players can expend Energy Points to alter the story plot details in some way.

MINOR PLOT CHANGES

By expending 10 Energy Points, a player can make a minor change to the adventure, which allows for a slight alteration in the game environment that works in their character's favour. Examples of minor changes include: finding a weapon conveniently located in a dumpster, modifying an NPC's reaction to the character's activities, gaining a sudden burst of inspiration (i.e. a GM hint), etc.



IRON DUKE

MAJOR PLOT CHANGES

Alternatively, a character can burn 50 Energy Points to change drastically an action or event that occurred in the game. When doing so, the player can retell the plot from a new perspective!

Example: The heroic characters return to their rural village in western Scotland after a successful week-long mission to reclaim a Haud weapon from a small alien cell beneath Dublin, Ireland. As they crest the rolling hills surrounding their home, they discover that the entire village has been burned to the ground and all the citizens along with it. Even worse, there are deep, oblong indentations in the ground throughout the village that resemble the foot shapes of the mechanical monstrosity, Iron Duke!

Raelyn – the player assuming the role of young Mach-3, the village brewmaster's feisty daughter – previously invested significant role-playing time and emotion establishing a romantic relationship with a young fellow named Braden, one of the local farmer's sons. Not wanting that engaging role-playing relationship to come to an end, Raelyn expends 50 of Mach-3's Energy Points and declares that Braden was actually saved from the disaster when he took refuge from the Iron Duke in the cellar of the mill, saving six young children playing nearby when the fires began.

The Game Master takes their cues from Raelyn and runs with this unexpected turn of events. Braden describes to the characters the vicious and unprovoked attack against the village by the terrifying Iron Duke, who kept bellowing about an alien artefact that he needed to "fix his time slip". The campaign continues as the characters seek revenge and retribution – and allies that they'll need to complete their new mission.

TRI-STAT SYSTEM FOUNDATION

As you will have concluded by now, the game system mechanics behind Absolute Power are both straightforward and easy to comprehend. Although you can play through adventures with only brief consideration given to the core structure that provides the Tri-Stat System foundation, having a comprehensive understanding of the mechanisms behind system design decisions can guide character choices in innovative ways. Furthermore, recognising which Attributes and power sources most closely align with the vision for your character – and how such Attribute choices affect game balance – can avoid awkward future situations.

EFFECTS-BASED SYSTEM

Absolute Power is an effects-based system. This means that the game rules provide the effects or outcome of an Attribute, and you define the specific application of those effects. For example, a character might achieve the capabilities of the Flight Attribute using: wings, magic, anti-gravity fields, psionics, force of will, reality-warping techniques, thermal riding, or many other methods. Similarly, a Level 2 Weapon inflicts damage that could take the form of a near-infinite number of sources, such as physical trauma, fire, electricity, cold, acid, mental, poison, etc.

A power-based system defines both the effects and application of an Attribute. Dungeons and Dragons, for example, details magic attack spells such as Fireball, Lightning Bolt, and Magic Missile. They all inflict damage, but the way in which they deliver damage is determined by the rules, not the players. As an effects-based game, what Tri-Stat contains in a single Weapon Attribute can require many distinct ability options in a power-based game.

DETAILS DON'T CHANGE THE EFFECT

Since the effects-based system is highly flexible, the broad rules do not account for the specific way an Attribute functions in each game campaign since it varies between groups. By decoupling associations between an ability's game effect and the description of the ability, players can build the functionality as they see fit.

For example, the Level 3 Flight Attribute permits speeds up to 100 kph. Exactly how flight works is not important to the 100 kph top speed result. The Attribute could represent magic, psionics, high-tech, willpower, and more. It could also represent wings; the player could assign the Spread Limiter to the Attribute to reflect the space that the large wingspan requires. Assigning Spread is not necessary to reflect the use of wings when flying, since it's the player's choice whether that game mechanism applies to their character's Flight. The Attribute's effect (flying) and the description of how it functions (wings needing space) are unassociated in Absolute Power unless the player chooses to describe the details through game mechanics.

In particular, Weapons often have Enhancements and Limiters assigned to the base Attribute to provide additional details.

For example, that Level 2 Weapon mentioned earlier may have the Continuing Enhancement to reflect the ongoing damage inflicted from an acid attack; or a cold attack could have the Incapacitating Enhancement that freezes opponents; or it could have the Ingest and Toxic Limiters to reflect the damage that a poison inflicts. Without assigning Enhancements and Limiters, all Level 2 Weapons inflict the same damage in the same way, regardless of how that attack is expressed.

SOURCES OF POWER

Why do the various Attribute abilities exist in your game world? The canonical Sentinel-Earth setting offers a wide range of different origins and power sources for characters. Players could create any plausible origin for their characters' abilities, or the GM may decide to limit the sources of Attributes as appropriate for the game setting.

For example, there may not be any true magic in your game setting, and therefore characters with magical powers would not be appropriate – unless the character merely thinks that their powers are magical. In reality, that character's supernatural abilities may actually be derived from metahuman genes, alien physiology, psionics, or sufficiently advanced technology.

HIGH-TECHNOLOGY

Attributes could come from various gadgets or from technological procedures that can be performed on the characters, ranging from cybernetic augmentation to radiation exposure to genetic engineering. This source option is ideally suited to a contemporary setting that already has advanced technology.

MAGIC

The arcane arts could be the source of Attribute effects. Some may be overtly magical, from sorcerers who cast spells to magical creatures such as demons, elementals, spirits, and ghosts. Others may be subtle, such as characters exposed to magical energies, ancient spells or curses, or similar events that transform them in various ways. Some may have magical items that give them their powers, while a few may be latent sorcerers channelling their powers into gadgets or inventions, making them technomancers.

NON-HUMANS

Everyone with special abilities not of this planet (or dimension or reality) that are beyond the scope of human capability are, by definition, non-humans. They could be from numerous different alien species (see Origin Templates, page 50), or perhaps an evolved form of humans. While the character's abilities could seem strange for a human, they may be a commonplace feature of their own species (such as a Parousian's enhanced superspeed).

PSIONICS

Attributes could come from the unleashed power of the mind. Since the mechanism for psionics may be unknown, this explanation is similar to magic except with the trappings of science rather than the occult. Psionic abilities may be a potential latent in everyone, brought out by stress or trauma, or they might arise from a particular genetic mutation, either natural or induced. Since psionic abilities are based in the mind, the power of belief may be a strong factor in how they work.

CONCORD FREQUENCIES

Gaming groups interested in using aspects of the canonical Sentinel-Earth setting when establishing their power sources can select one of the energy frequencies of the Concord (Book Two, page 183).

DYNAMIC POWERS VS. POWER FLUX

To reflect the wide range of flexible powers and abilities demonstrated by comic book characters, it is vital that Absolute Power has a similarly flexible game mechanism to accommodate them. Whether these abilities stem from magic, psionics, tech, or metahuman genetics, a robust game engine should integrate with player creativity to expand the realm of possibilities to encompass nearly anything.

There are two main perspectives that players and GMs have regarding these abilities. Either gamers want a more open-ended and narrative framework that gets out of their way and allows powers to unfold under the guidance of their game story, or they want a broad mechanistic structure that still provides great flexibility yet is prescriptive in the specific (and often, numerical) application of the powers. In Absolute Power, the former is best represented by the Dynamic Powers Attribute (page 78), while the latter is reflected in the Power Flux Attribute (page 103). Neither of these two Attributes are better or superior to the other, since they accomplish similar functions and have comparable scopes. The primary difference is how players account for their character's changing powers during the game.

DYNAMIC STORIES

Dynamic Powers is guided primarily by the story. There are few hard numbers and rules that adjudicate its use, and consequently, Dynamic Powers is recommended for advanced players only who are comfortable with the narrative leading the application of Attributes. Players and GMs need to discuss in advance the range of the characters' powers to determine the limits of what can be done at each Level. For example, what can be accomplished with "minor control" (Level 2) over the specific area of influence compared to "minimal control" (Level 1) or "moderate control" (Level 3)? Similarly, which Attributes can be justified to function under a character's specific area of influence? If the character has influence over a minor aspect of nature such as "friction", how does that govern the use of the Armour Attribute? Or Teleport? Or Superspeed? Creative players justify a rationale for just about anything ("Teleporting is really just frictionless time, so it applies!") – and getting to "yes" is important, of course – but balancing the game and fostering a great story for the entire group requires the player and GM to operate from the same baseline.

LEVEL GUIDELINES

For players and GMs who desire at least some guidance when using Dynamic Powers, consider this suggestion: characters can influence their specific ability area with maximum control approximating the abilities listed for other Attributes, with total Levels corresponding to twice the Dynamic Powers Level simultaneously. Furthermore, no single Attribute effect can exceed the Level equal to the Dynamic Powers Level.

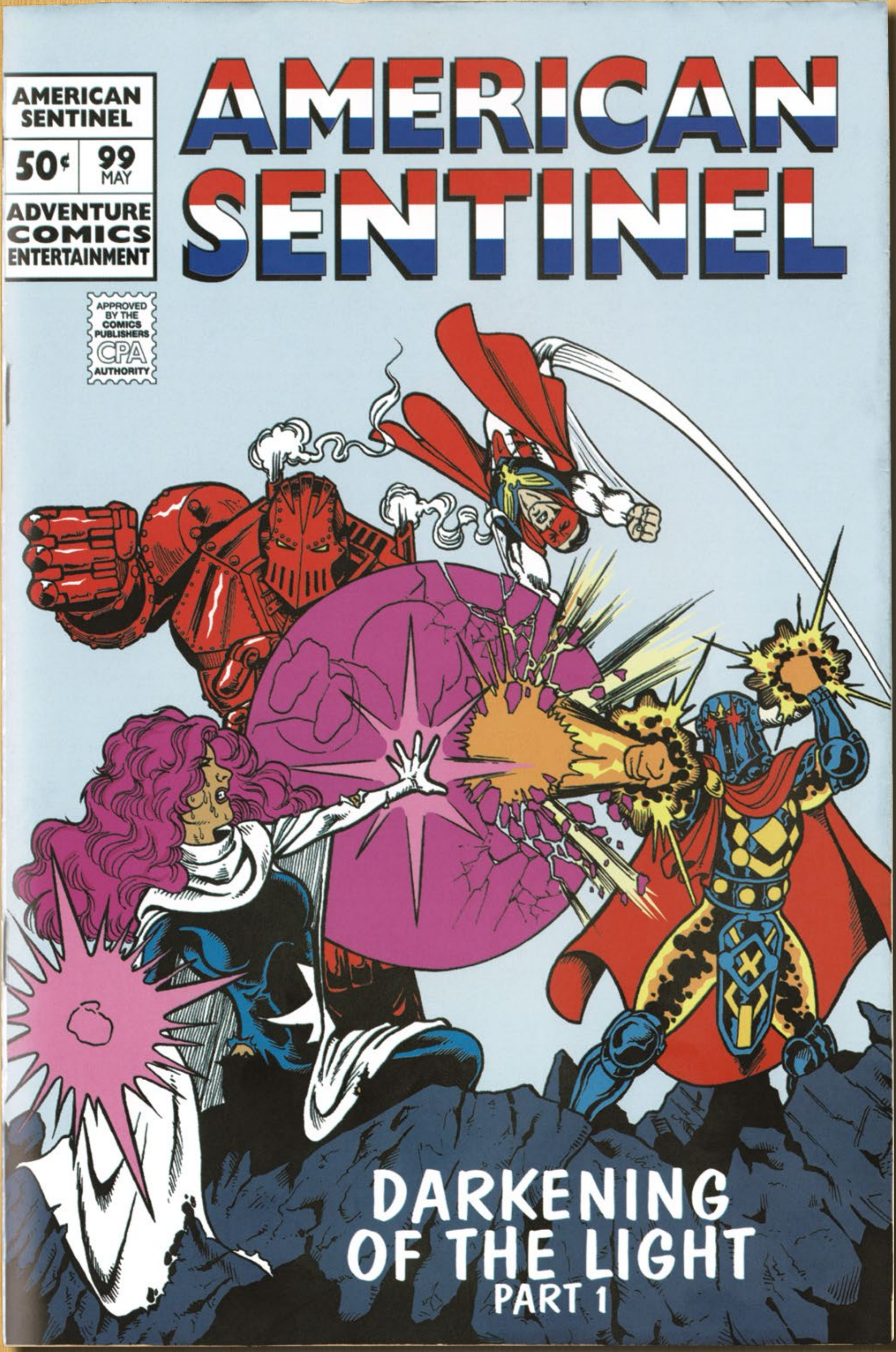
For example, a character with Level 4 Dynamic Powers (Wind) can initiate effects similar in scope to a total of 8 Levels of other Attributes at once; the maximum single effect is limited to Level 4 abilities, though. This means that the character could activate wind-associated abilities (such as Flight, Heightened Sense, Jumping, Special Movement, Tunnelling, etc.) approximating: 8 Level 1 Attributes; or 2 Level 4 Attributes; or 1 Level 4, and 2 Level 2 Attributes; or 1 Level 3, 2 Level 2, and 1 Level 1 Attributes; or any other combination of Levels that adds to 8 Levels total, provided no effect exceeds a Level 4 ability.

FLUXING POINTS

Power Flux is guided primarily by the redistribution of Character Points and is perhaps easier to understand mechanistically than Dynamic Powers. The reincarnated Egyptian cat goddess character example under the Attribute description provides a detailed example of how Character Points are fluxed between different abilities. Many of the same challenges arise with Power Flux as with Dynamic Powers relating to the scope and breadth of which Attributes fall under the character's influence ("Explain again how Mind Control falls under the influence of Earth, Marcelo!?!"), and so advanced and ongoing communication between the players and GM makes for a smooth role-playing experience.

THEN THERE'S POWER VARIATION

An often-overlooked third reassignable Attribute is Power Variation (page 105), which is best viewed as a highly restricted version of Power Flux. Rather than the player justifying each application of fluxing Points, a set of Attributes are selected in advance, and any Character Points assigned to these specified Attributes can be redistributed as needed. Power Variation is ideal for assigning to high-tech Items such as starships and vehicles that allocate power to different systems as needed (such as powering shields, weapons, navigation, and life support systems). The details under the Attribute description provide a simple example that's straightforward and easy to grasp.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CHAPTER 09

OPTIONAL AND EXPANDED RULES

Superhero adventures typically feature epic throw-down battles between heroes and villains, and those combats can get quite intense. It is vital that Absolute Power's task resolution rules be sufficiently robust and comprehensive to engage the players and GM, yet equally important that the rules offer a streamlined presentation to support the story narrative.

We knew that the best way to accomplish these two seemingly competing objectives is to offer a fast, simple, and straightforward core rules system (Chapter 08), and then pair it with a robust suite of optional and enhanced game mechanics. These offerings go beyond the confines of simple physical combat as well, extending into social and psychological conflicts, superpower dynamics, and character creation variations. Use what you like from this chapter, modify these ideas as appropriate for your gaming group, and discard what you don't like.

MEET IRON DUKE

Duke's Iron Walkers swarmed like ants across the grasslands, the former Green Ronin eluding their grasp with familiar, fluid grace. Her friends Anasazi and Skybreaker charged in, pushing through Duke's forces to help Doctor Wilde. Raze and Misthunter worked along the fringes of the battle, using her formidable blasts and his meagre superstrength to flank the Walkers. Duke discharged exhaust to mimic a frustrated sigh. "You cannot escape me forever, Green Ronin," he explained. "If you provide the data I seek, we need not repeat this conflict again."

Wilde glared even as she smiled, using her psychokinetic grapple line to dart between Walkers. "What, you still can't figure it out? I thought you were one of the big brains now." She pivoted, racing between his legs with a magnetic mine in one hand.

He pivoted on his waist to face her. Wilde yelped, and Duke reached down to grab her, but Anasazi phased up out of the ground to interpose himself, becoming hyper-dense at the last instant. "You will not take her, automaton," he insisted, though the metahuman was forced to use both hands to hold back one of Duke's.

"Based on your current physical output, you cannot stop me. She will be mine!" Duke replied, pulling his other arm back for a decisive blow.

Skybreaker grabbed Duke's other arm, then surged lightning into him, Raze joining the assault with timing that bordered on the mechanical. With a pained roar, Duke whirled, throwing off all three heroes. "I will prove your name false, Untouchables!" Iron Duke howled, racing towards Skybreaker.

Duke sensed the magnetic device on his back as it erupted, disrupting his systems and disorienting him personally. "Skybreaker, Rachel, fall back and deal with Iron Walkers," Anasazi ordered, emerging from the ground once more. "Raze, to me." He maximised his solidity once more, planting himself in Iron Duke's path. "You will not harm any of my brothers or sisters, Iron Duke, but you could become one of us."

Duke's eyes flared bright with fury. "Bah!" he snarled, driving his fist at Anasazi. The metahuman became insubstantial once more, passing through Duke in a way almost as disruptive as Wilde's improvised EMP. Raze followed that attack with a fierce, focused blast, skin rippling with the backlash even as it tore through him.

"Did he say 'bah?'" Misthunter objected. "No one actually does that, right? I mean, I've been at this a while on both sides, and I never heard a bad guy say 'bah!'"

"He probably learned it from Kreuzritter," Wilde quipped. "I've heard Ernie 'bah' a few times."

Rage overcame reason, and Duke lashed out, literally throwing two Walkers at his foes. "I will have the Star of Aparat, human! Tell me!" he demanded. "Tell me how you suborned the Mantle of the Phoenix Angel!"

Rachel Wilde stopped smiling at last, having converted her grapple projector into a blaster cannon. "I'd rather die." She fired a lightning bolt that Duke genuinely felt.

"Then I will honour your preference," Duke hissed, steam billowing from his grill. He prepared to charge.

The all-too-familiar sound of a Mercury Jet boomed overhead. Red Phoenix flew at Iron Duke Sword-first, her battle cry audible even above the roar of multiple engines. "Get away from her!" the Mantle-bearer cried. Sentinel and Grandmother Raven descended as well.

Iron Duke's calculations were clear. *I might have defeated the elder Untouchables with only my Iron Walkers for aid, but with the Guard's intervention, my chances of victory are negligible.* He fell back, transmitting a request for extraction to the White Rooks. "Very well, Red Phoenix. Today is yours. I have all eternity to try again."

The Earth swallowed Iron Duke, spiriting him away from the battle.

OPTIONAL ATTRIBUTES

The entries presented here are either expansions that add a variety of choices to existing Attributes, or new introductions that support optional game rules presented later in this chapter. These entries were deemed optional either due to the potential for added complexity that may not be desirable for all gaming groups, or because they were primarily aligned with a specific style of play.

The Sentinel-Earth characters detailed in Book Two (page 225) do not include any of these options. If you are using them in your game, you can add (or swap) any of these optional entries to the game stats already provided for those core characters.

COMBAT TECHNIQUE

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Situational use
Relevant Stat: —

Additional options are available for this Attribute if your game uses the various expanded game mechanics in this chapter.

BLACKOUT

Only assign this Technique in games using the Shock Value optional rule (page 194). The character has a talent for knocking their opponents unconscious when inflicting Stun damage (page 135) and exceeding the target's Shock Value. Targets suffer minor obstacles to their Soul Stat rolls during Shock checks made as a result of such Stun attacks.

DEAD EYE

The character is adept at attacking fast-moving targets (page 206) and receives reduced penalties. Attacks suffering minor obstacles are made normally; attacks suffering major obstacles instead suffer minor obstacles. The defence roll edges any defenders gain are not affected, though.

DEBILITATE

Only assign this Technique in games using the optional rules for critical hits (page 208). The character's most damaging attacks add one-minute injury debuffs to their target's dice rolls. The first time the character lands a critical hit on a target in combat, the opponent must make a successful Body Stat roll against Target Number 15/18/21 (for 1/2/3 assignments). Failure results in the target suffering minor obstacles on all dice rolls for one minute or dramatic scene. A failed Body Stat roll after a second critical hit during this debuff increases the penalty to major obstacles.

ENHANCED KNOCKBACK

Do not assign this Technique in games that remove or abstract the rules for Knockback (page 181). The character is proficient at staggering opponents in battle, and adds twice their Attack Combat Value, in metres, to the knockback distance inflicted upon the target of a successful hit.

FAR SHOT

The character excels at making ranged attacks at distances beyond an attack's effective range (page 207) and receives reduced penalties. Attacks suffering minor obstacles are made normally; attacks suffering major obstacles instead suffer minor obstacles.

HARDBOILED

The character is a survivor that can endure great pain and push their body beyond normal limits. Each time Hardboiled is assigned, the character's Shock Value (page 194) is increased by 10.

SKILLS

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: Body, Mind, or Soul

Only assign this Attribute in games using individual Skills rather than Skill Groups (page 112).

A Skill represents training or natural talent in a particular specific field, with the exception of actual weapons handling or unarmed combat (which is covered by other Attributes). There are dozens of different Skills, each of them considered their own sub-Attribute rated in Ranks (to differentiate them from normal Attribute Levels) from 1 through 6. Acquiring multiple distinct Skills is the ideal method for creating a versatile character. See page 194 for more Skill details.

SKILL COSTS

Each Level of this Attribute provides 10 Skill Points with which to acquire specific Skills. The Skill Point cost per Rank for each Skill is dependent on its anticipated general utility in the game (Table 9-1, page 196). There are three classes of Skills, with different costs (from 1 to 3 Skill Points/Rank):

FRAMEWORK SKILLS (1 POINT/RANK)

These Skills only occasionally have a significant impact on an adventure, but are important for a character's background. In a typical superhero game, Skills such as Domestic Arts, Languages, or Sports would be an example of a Framework Skill.

ADVENTURE SKILLS (2 POINTS/RANK)

These Skills are often used in many sessions. In a typical superhero game, Skills such as Driving, Mechanics, and Street Sense are examples of Adventure Skills.

GENRE SKILLS (3 POINTS/RANK)

These Skills are vital to the focus of many storylines. In a typical superhero game, Skills such as Acrobatics, Computers, and Persuasion would be Genre Skills.

Level 1	10 Skill Points to acquire Skill Ranks
Level 2	20 Skill Points to acquire Skill Ranks
Level X	10X Skill Points to acquire Skill Ranks

INDIVIDUAL SKILLS VS. SKILL GROUPS

The decision of whether your gaming group should use the default Skill Groups as presented in Chapter 05 or switch to specific individual Skills instead depends on your gaming style and the campaign power level. Some players prefer the more granular approach afforded by individual Skills, especially for lower-powered games (up to 100 or 150 Character Points) in which ability differentiation is not as easily achieved through Attributes. Other players don't want to deal with the minutiae of a massive Skill list and instead prefer the wider application of talent and knowledge that Skill Groups provide. Less-experienced players will most likely have an easier time navigating the base Skill Groups during character creation, though the intuitive structure of individual Skills has advantages during play. Experienced role-playing groups may even decide that using both Skill Groups and specific Skills in the same game campaign is acceptable.

SOCIAL MASTERY

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

Only assign this Attribute in games using the expanded Social Combat game mechanics (page 218).

The character is experienced in a wide range of social engagements, and is adept at verbal sparring and rhetorical takedowns. Note that characters with high Mind and Soul Stats may be linguistically agile even without this Attribute, since the Social Combat Value is derived from these Stats.

Level 1	Social Combat Value increases by 2
Level 2	Social Combat Value increases by 4
Level X	Social Combat Value increases by 2X

UNASSAILABLE

Attribute Cost: 1 Point/Level
Attribute Scope: Self only; Permanent
Relevant Stat: —

Only assign this Attribute in games using the Sanity Points optional rule (page 220).

Possessing this Attribute increases the Sanity Points of the character, allowing them to withstand the horrors of traumatic events. Note that characters with high Mind and Soul Stats may be spiritually resistant even without this Attribute, since Sanity Points are derived from these Stats.

Level 1	Sanity Points increase by 2
Level 2	Sanity Points increase by 4
Level X	Sanity Points increase by 2X

OPTIONAL DEFECTS

The two additional Defects below are reserved for games that reflect specific styles of play: social and psychological horror.

DEMURE

A Lesser Defect. Only assign this Defect in games using the expanded Social Combat game mechanics (page 218).

The character is more susceptible to shame and embarrassment during hostile social engagements than their Mind and Soul Stats otherwise suggest.

-1 Point	Social Combat Value decreases by 2
-2 Points	Social Combat Value decreases by 4
-3 Points	Social Combat Value decreases by 6

UNSETTLED

A Lesser Defect. Only assign this Defect in games using the Sanity Points optional rule (page 220).

The character is more susceptible to experiencing trauma from horrific events than their Mind and Soul Stats otherwise suggest.

-1 Point	Sanity Points are decreased by 2
-2 Points	Sanity Points are decreased by 4
-3 Points	Sanity Points are decreased by 6

DERIVED VALUES

Games that use the array of optional rules for shock, social engagements, and psychological trauma in this chapter also need to calculate their associated new Derived Values (page 59).

SHOCK VALUE

If a gaming group wants damage to have more realistic effects, players should calculate the Shock Value for their respective characters. If a character suffers an amount of damage equal to or greater than their Shock Value from a single attack or other trauma, there is a danger that the character will be stunned, knocked out, or suffer a serious injury. See page 214 for details on the application of Shock Value and damage.

Your character's Shock Value is equal to their normal maximum Health Points divided by 5. Increase Shock Value by +10 for each assignment of the Combat Technique (Hardboiled) Attribute (page 192). Shock Value cannot exceed one-half the character's normal maximum Health Point total.

SOCIAL COMBAT VALUE

The rules for social combat (page 218) require characters to have a couple of new Derived Values. Since the talent that a character has for witty societal engagements is dependant both on their mental agility and force of will, their Social Combat Value is the average of a character's Mind and Soul Stats.

SOCIETY POINTS

A character also has a social resiliency analogue to physical Health Points, known as Society Points. A character's base Society Points is equal to their Social Combat Value.

SANITY POINTS

For gritty metahuman horror games and paranormal/occult adventures that explore the ephemeral nature of reality and humanity, players should calculate the Sanity Points for their respective characters. Use of Sanity rolls (page 220) in a Silver Age or four-colour superhero campaign is uncommon, but may be appropriate in specific narrative applications.

Sanity Points represent a character's relationship with reality and conscious understanding of the greater world. Traumatic situations that a befall a character can subtract from their current number of Sanity Points, as can revelations that strain the fabric of a character's perceived existence. Once a character's Sanity Points fall to 5 or below, their grasp on lucidity and rationality begins to falter as their mind slips into eventual madness.

Your character's base number of Sanity Points is equal to the sum of the Mind Stat and Soul Stat. Increase Sanity Points by +2 for every Level of the Unassailable Attribute (page 193). Reduce Sanity Points by -2 for every -1 Rank of the Unsettled Defect (page 193).

INDIVIDUAL SKILLS

This section is provided as an alternative to the Skill Groups Attribute (page 112), since some players and Game Masters may prefer a more granular option that reduces bundling of acquired knowledge and talent.

Your character's Skills represent their extensive training and experience in a particular field. Each Skill can be thought of as a sub-Attribute with certain special rules applying to them. A character does not need to have any Skills, but they can be very useful during adventures, and are a good way to distinguish the character (especially in lower-powered games up to 150 Points).

Instead of the Skill Groups Attribute, assign the Skills Attribute (page 192) to your character during their initial creation or subsequent advancement to acquire one or more Skills at various Ranks. The different Skills are divided into Ranks from 1 through 6, but may optionally go higher with GM permission. Increasing the value of a Skill by one Rank requires 1-3 Skill Points (provided by the Skills Attribute), depending on the Skill.

The higher the Skill Rank, the better your character is and the broader their knowledge within the field. Characters with high Stats can be exceptionally proficient within a field even without high Skill Ranks, though; they are considered "naturals". Characters typically have a couple of Levels of the Skills Attribute and thus only have a few specific Skills assigned. In a lower-powered Sub-Human or Human level game, characters might not have any Skills assigned at all, or perhaps just a single Rank in a general Skill like Domestic Arts, Gaming, Sports, Writing, or Visual Arts.

SKILL RANKS

Skills are normally limited to six Ranks, with each Rank providing a +1 bonus on Skill rolls to succeed in a task governed by that Skill (page 170).

Ranks 1 and 2 indicate developing or moderate training or practice with that Skill. For example, Medical Rank 1 or 2 represents the sort of experience that a typical nurse, paramedic, or young family doctor might possess. Similarly, a low-ranking army officer (lieutenant or captain) would probably have Military Sciences at Rank 1 or 2. Rank 1 can also represent the "end result" of a graduate or post-graduate degree.

Ranks 3 and 4 indicate considerable experience with a particular Skill. For example, Medical Rank 3 or 4 represents the talents that a hospital surgeon or a family doctor with years of practice will have. Similarly, a seasoned mercenary leader who has led several successful incursion campaigns might have Military Sciences at Rank 3 or 4.

Rank 5 and 6 indicate a true expert in a particular Skill. For example, Medical Rank 5 or 6 would represent a doctor who is renowned as a life saver. Similarly, a decorated colonel or general field commander would have Military Sciences at Rank 5 or 6.

Rank 1	Developing – The character is gaining proficiency with the Skill through regular application
Rank 2	Trained – The character has moderate training and practice with the Skill
Rank 3	Expert – The character has significant training and practice with the Skill
Rank 4	Veteran – The character has extensive training and practice with the Skill
Rank 5	Master – The character has exhaustive training and practice with the Skill
Rank 6	Grand Master – The character has unparalleled ability and knowledge with the Skill

Higher Ranks beyond Rank 6 are potentially possible (see Genius Skills, right column), but relative expertise and depth of knowledge can perhaps be better represented by the difference in Stats and Attributes. For example, two police offers may both be master detectives (each with Police Sciences Rank 5), but the superior officer may also have higher Stats or related Attributes.

CASUAL SKILL EXPOSURE

No Skill Ranks are needed to indicate casual expertise within a field. For example, someone who simply drives a car to work or has passed an introductory first aid course would not require Driving Rank 1 or Medical Rank 1. Similarly, a junior member of a street gang may know a thing or two about breaking and entering but probably lacks the ongoing training and experience to require Burglary Rank 1. Also, a student who has taken a high school or even undergraduate university course probably doesn't have a Skill Rank in that associated field, unless they were particularly interested in the course material or had a particular affinity for it.

INFORMAL EDUCATION

Conversely, a character may have high Skill Ranks without any formal training because they have used the Skill in daily life for many years (such as a brawny farm worker having the Powerlifting Skill). Characters should rarely possess Skill Rank above Rank 4, though, since this achievement reflects an incredibly high degree of proficiency. A character with a Skill Rank of 5 or 6 is widely regarded as one of the best in their field.

SKILL SPECIALISATIONS

A character can select one Specialisation for each Skill, such as bowyer/fletcher, blacksmithy, carpentry, enchanting objects, leatherworking, metalworking, plumbing, pottery, tailoring, or woodworking for the Artisan Skill. This single Specialisation is provided with the Skill at no extra Point cost. The character may acquire additional Specialisations for a particular Skill at a cost of 1 extra Skill Point.

Each Skill entry suggests several Specialisation options, though alternate ones can be assigned instead with GM permission.

SPECIALISATION BENEFITS

When the character makes a Skill roll (page 170) that is influenced by their specific matching Specialisation, a minor edge (page 172) is applied to the roll. If the roll was already receiving a minor edge for some reason, the benefit increases to a major edge (see Multiple Edges and Obstacles, page 172).

GENIUS SKILLS

A Skill Rank beyond the usual Rank 6 limit is considered a "genius Skill" that represents an unusual mastery in that field. For example, a mechanical genius character might have the Mechanic Skill at Rank 8. The GM may allow characters or NPCs to have genius Skills if their background supports it. A character with a genius Skill might even have the Hounded Defect (page 156) to represent their fame and recognition. It is strongly recommended that genius Skills never exceed Rank 12.

TEMPLATES WITH INDIVIDUAL SKILLS

Power and Origin Templates (page 36) use the Skill Group Attribute instead of individual Skills. To translate these Templates for use with Skills, reassign the total Character Points allocated in the combined Skill Group Attributes to the new Skills Attribute (page 192). Then, use the Skill Points provided to acquire one or more individual Skills that cover a similar range of knowledge and talent as the Template's original Skill Groups. This reassignment method maintains the same Template Point cost, while simultaneously ensuring game balance.

SKILL ENTRIES

Each Skill has its own description, which indicates possible game effects and the Stat that is usually most relevant to the Skill's use should a Skill roll be needed. Rules for using Skills in play are identical to those for Skill Groups (page 112).

The Skill Point cost per Rank for each Skill (listed in Table 9-1, page 196) is dependent on its anticipated general utility in the game. There are three classes of Skills, with different costs (from 1 to 3 Skill Points/Rank):

- » Framework Skills costs 1 Point/Rank, and only occasionally have a significant impact on an adventure, but are important for a character's background. Examples include: Domestic Arts, Languages, and Sports.
- » Adventure Skills costs 2 Points/Rank, and are often used in many sessions. Examples include: Driving, Mechanics, and Street Sense.
- » Genre Skills costs 3 Points/Rank, and are vital to the focus of many storylines. Examples include: Acrobatics, Computers, and Persuasion.

DESIGNING NEW SKILLS

If you need to create a new Skill for your character to expand beyond that which is presented here, first determine if the new Skill would best be described as a Framework Skill, Adventure Skill, or Genre Skill. Once you've determined the cost of the Skill, select an appropriate Specialisation that applies to your character. New Skills must be approved by the Game Master, of course.

9-1: INDIVIDUAL SKILLS

SKILL NAME	LEVEL COST
Acrobatics	3
Animal Training	2
Architecture	1
Area Knowledge	2
Artisan	1
Biological Sciences	2
Boating	2
Burglary	2
Business	1
Civilisation	1
Climbing	2
Computers	3
Controlled Breathing	1
Cultural Arts	1
Demolitions	3
Disguise	2
Domestic Arts	1
Driving	2
Electronics	2
Empathy	1
Engineering	2
Environmental Sciences	1
Etiquette	1
Forgery	1
Gaming	1
Interrogation	2
Intimidation	3
Languages	1
Law	1
Leadership	2
Listening	2
Mechanics	2
Medical	2
Military Sciences	2
Naturopathy	1
Navigation	1
Occult	2
Occupation	1
Performing Arts	1
Persuasion	3
Physical Sciences	2
Piloting	2
Poisons	1
Police Sciences	2
Powerlifting	3
Religion	1
Riding	1
Search	2
Seduction	2
Sleight of Hand	2
Social Sciences	1
Sports	1
Stealth	3
Street Sense	2
Survival	2
Swimming	1
Urban Tracking	2
Visual Arts	1
Wilderness Tracking	1
Writing	1

ACROBATICS

Skill Cost: 3 Points/Level
Relevant Stat: Body
Specialisations: Balance, Flexibility, Jumps, Tumbling

The ability to perform feats of agility with minimal chance for injury. Includes jumping, flipping, contorting, and reacting quickly.

ANIMAL TRAINING

Skill Cost: 2 Points/Level
Relevant Stat: Soul
Specialisations: Any single animal such as bears, dogs, dolphins, horses, raccoons, etc.

The ability to teach and train a variety of animals with an intellect above that of instinctive insects. An animal usually has a Mind Stat of 1-2, though it sometimes reaches 3-4 (page 288).

ARCHITECTURE

Skill Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Aquatic, Bridges, Fortifications, Small Buildings, Skyscrapers

Knowledge of construction methods, architectural drafting, etc. A successful use of this Skill can also find weak points in constructions or help in locating old structural plans.

AREA KNOWLEDGE

Skill Cost: 2 Points/Level
Relevant Stat: Mind
Specialisations: One specific locale (neighbourhood, city, forest, sea, desert, mountain) within the area

Knowledge of the geography and people of a single area (choose one area) and a specific locale within it. The smaller the area and Specialisation, the more detailed and extensive the character's knowledge (i.e. Skill rolls may gain a minor or major edge in specific circumstances). This Skill may be assigned multiple times to indicate knowledge of several areas.

ARTISAN

Skill Cost: 1 Point/Level
Relevant Stat: Average of Body and Soul
Specialisations: Bowyer/Fletcher, Blacksmithy, Carpentry, Enchanting Objects, Leatherworking, Metalworking, Plumbing, Pottery, Tailoring, Woodworking

This Skill represents a character's ability to work with a variety of materials to repair or produce useful or aesthetically pleasing objects that are not primarily electronic or mechanical (those functions each have their own Skills).

BIOLOGICAL SCIENCES

Skill Cost: 2 Points/Level
Relevant Stat: Mind
Specialisations: Astrobiology, Bacteria/Viruses, Bioengineering, Botany, Genetics, Physiology, Zoology

This diverse field covers scientific knowledge of how living things survive, thrive, and function.

BOATING

Skill Cost: 2 Points/Level
Relevant Stat: Average of Body and Mind
Specialisations: Hovercraft, Hydrofoils, Large Ships, Small Boats, Submarines

The ability to safely operate a watercraft in open water, as well as when docking.

BURGLARY

Skill Cost: 2 Points/Level
Relevant Stat: Body or Mind
Specialisations: Breaking-and-Entering, Disarming Physical Traps, Hot-Wiring, Safe Cracking

The ability to open locks, quietly cut glass, hot-wire car ignitions, etc. The ability does not cover disarming electronic security systems, which is handled by Electronics (Security) Skill.

BUSINESS

Skill Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Accounting, Administration, Economics, Executive, Fraud, Government, Management, Marketing, Negotiating, Sales

The ability to organise, run, and understand part or all of a business organisation (including governments, non-profits, and associations). This Skill is also useful for locating new employees.

CIVILISATION

Skill Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: One Specific Culture or Population

This reflects knowledge of the history, religion, ethics, social structure, and lifestyle of a distinct culture or population. Select one civilisation culture for each Skill Level, and then choose one to be the Specialisation of the knowledge.

CLIMBING

Skill Cost: 2 Points/Level
Relevant Stat: Body
Specialisations: Natural Surfaces, Poles, Ropes, Vegetation, Walls

The ability to scale vertical surfaces with or without the use of dedicated climbing equipment.

COMPUTERS

Skill Cost: 3 Points/Level
Relevant Stat: Mind
Specialisations: Artificial Intelligence, Cryptography, Databases, Electronic Warfare, Intrusion/Security, Media, Networks, Programming

Practical and theoretical knowledge of computer systems and their general use. Computer engineering (hardware) is covered by Electronics.

CONTROLLED BREATHING

Skill Cost: 1 Point/Level
Relevant Stat: Body or Soul
Specialisations: Calm, Cyclic Breathing, Holding Breath, Slow Heart Rate

The ability to control respiratory functions in order to maximise breathing efficiency or to perform tricks such as playing dead.

CULTURAL ARTS

Skill Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Gastronomy, History, Literature, Mythology, Nobility, Philosophy, Rare Object Appraisal, Urban Legends

Knowledge of various aspects of human culture (or an alien species' culture, as appropriate).

DEMOLITIONS

Skill Cost: 3 Points/Level
Relevant Stat: Body or Mind
Specialisations: Artificial Structures, Bomb Disposal, Natural Structures, Underwater

The ability to set explosive charges without getting hurt in the process or inflicting undesired collateral damage. It is also used for deactivating explosives set by someone else.

DISGUISE

Skill Cost: 2 Points/Level
Relevant Stat: Body, Mind, or Soul
Specialisations: Costume, Impersonation, Make-up, Prosthetics

The ability to change one's personal appearance in an attempt to deceive others.

DOMESTIC ARTS

Skill Cost: 1 Point/Level
Relevant Stat: Mind or Soul
Specialisations: Childrearing, Cleaning, Cooking, Decorating, Gardening, Budgeting

The ability to efficiently and effectively organise and run a domestic household.

DRIVING

Skill Cost: 2 Points/Level
Relevant Stat: Body or Mind
Specialisations: Armoured Fighting Vehicle (tanks, APCs, etc.), Bicycle, Big Rig (large tractor/trailer trucks), Bus, Car, Giant Robot, Motorcycle, Small Truck (vans, pick-ups, hi-cubes), Teamster (Draft Animals), Walker

The ability to operate a powered ground vehicle. Skill checks are only necessary in difficult situations such as performing vehicular stunts, avoiding hazards, etc.

ELECTRONICS

Skill Cost: 2 Points/Level
Relevant Stat: Mind
Specialisations: Communications, Computers, Consumer Electronics, Robotics, Security, Sensors

The ability to maintain, repair, build, modify, and design electronic equipment.

EMPATHY

Skill Cost: 1 Point/Level
Relevant Stat: Soul
Specialisations: Body Language, Calming, Interpreting Words, Intuition, Lie Detection, Listening

The ability to understand, detect, and interpret the emotional state of people nearby, without having their experiences communicated explicitly.

ENGINEERING

Skill Cost: 2 Points/Level
Relevant Stat: Mind
Specialisations: Aerospace, Agricultural, Biomedical, Chemical, Civil, Computer, Electrical, Environmental, Mechanical, Mining

The use of scientific principles and experimental data to design and build equipment, structures, and other useful devices.

ENVIRONMENTAL SCIENCES

Skill Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Climatology, Ecology, Geology, Geography, Geophysics, Hydrology, Meteorology, Oceanography

These diverse scientific fields focus on the environment, with particular regard to the historical and current activities of sentient beings and their important impact on both biodiversity and sustainability.

ETIQUETTE

Skill Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Alien, Lower Class, Middle Class, Upper Class

The knowledge of the customary codes for polite, proper, and inoffensive behaviour in social settings.

FORGERY

Skill Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Artwork, Electronic Documents, Financial Notes, Handwriting, Paper Documents, Physical Objects

The ability to realistically counterfeit documents and papers, and to recognise forged documents. This Skill can be used in conjunction with the Computers Skill.

GAMING

Skill Cost: 1 Point/Level
Relevant Stat: Mind or Soul (Body for some video games)
Specialisations: Board Games, Card Games, Computer Games, Gambling, Military Simulations, Role-Playing Games

The ability to comprehend and play various games and simulations well.

INTERROGATION

Skill Cost: 2 Points/Level
Relevant Stat: Mind or Soul
Specialisations: Business, Drugs, Physical, Psychological, Spiritual

The ability to convince someone to provide specific information against their will. Interrogation can also be used to help withhold such information when being questioned.

INTIMIDATION

Skill Cost: 3 Points/Level
Relevant Stat: Body, Mind, or Soul
Specialisations: Business, Emotional, Political, Physical, Spiritual, Street

The ability to convincingly project a tough or aggressive image. A successful check means someone witnessing your performance is convinced you mean any threats you make. How they react after that will depend on how tough they are themselves in relation to the kind of threat you present – they may respond with respect, fear, hatred, or amusement.

LANGUAGES

Skill Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Any one language, Braille, Code Language, Lip Reading, Sign Language

The Languages Skill can be used instead of the Features Attribute (page 82) to represent familiarity with additional dialects.

Reflects an aptitude for languages and their historical usage. Additionally, a character will be able to speak and write foreign languages: 1 (Level 1), 2 (Level 2), 3-4 (Level 3), 5-7 (Level 4), 8-11 (Level 5), or 12-16 (Level 6). Multiple Specialisations can be listed for Languages – the first is the character's native language (a free Specialisation), while the others are foreign languages.

LAW

Skill Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Business, Civil, Criminal, Customs, Environmental, Family, International, Political, Real Estate

Knowledge of legal procedure and practice. In addition to lawyers, many police officers, politicians, and government-sanctioned superheroes have the Law Skill at Level 1 or 2. All Specialisations, except International, are specific to one country or region only (for example, "American Criminal Law" or "Canadian Family Law").

LEADERSHIP

Skill Cost: 2 Points/Level
Relevant Stat: Soul
Specialisations: Business, Co-operative, Political, Spiritual, Strategic, Transformational

The talent of having inspirational visions and goals, and communicating them effectively to others to motivate and rally others in adopting and working towards those objectives.

LISTENING

Skill Cost: 2 Points/Level
Relevant Stat: Body and Soul
Specialisations: Background Noise, Discrimination, Eavesdropping, Spiritual

The ability to listen attentively and to perceive unusual noises.

MECHANICS

Skill Cost: 2 Points/Level
Relevant Stat: Mind (sometimes Body)
Specialisations: Aeronautical, Armourer, Automotive, Gunsmith, Locksmith, Nanotechology, Traps

The ability to maintain, repair, or build mechanical and electro-mechanical devices. This also includes knowledge of tool use, welding, etc. Armourer applies to heavy vehicle-mounted weapons while Gunsmith covers personal weaponry. Use Artisan for archaic weapons.

MEDICAL

Skill Cost: 2 Points/Level
Relevant Stat: Mind (sometimes Body)
Specialisations: Chiropractic, Dentistry, Diagnosis, Emergency Response, Family Practice, Nursing, Obstetrics, Pathology, Pharmacy, Surgery, Veterinary

Knowledge of how to heal the body using a variety of techniques. A typical general practitioner would Specialise in Diagnosis, while most police officers or paramedics Specialise in Emergency Response.

MILITARY SCIENCES

Skill Cost: 2 Points/Level
Relevant Stat: Mind
Specialisations: Hardware Recognition, Intelligence Analysis, Logistics, Strategy, Tactics, Teamwork

The character has military-style tactical, staff, or leadership training. In addition, SWAT (or other tactical police units) often include individuals who pick up similar Skills (and often recruit ex-military personnel).

NATUROPATHY

Skill Cost:	1 Point/Level
Relevant Stat:	Mind or Soul
Specialisations:	Acupuncture, Aromatherapy, Herbalism, Homoeopathy, Massage Therapy, Reflexology

The knowledge of alternative medical practices that emphasises prevention, treatment, and optimal health by encouraging the body's self-healing process.

NAVIGATION

Skill Cost:	1 Point/Level
Relevant Stat:	Mind
Specialisations:	Air, Highway, Sea, Space, Undersea, Urban, Wilderness

The ability to read maps or use specialised navigation equipment (including electronic sensors). The Navigation Skill will help a character find the fastest/safest route to a destination. The commander of a large vessel is usually a skilled navigator, even if they have an only slight knowledge of Boating or Piloting.

OCCULT

Skill Cost:	2 Points/Level
Relevant Stat:	Mind
Specialisations:	Astrology, Augury, Channelling, Dimensions, Dream Interpretation, Numerology, Rituals, Spellcraft, Spirits, Tarot, Vodou, Witchcraft

Knowledge of the arcane and mystical arts, and their applications in both historical and modern society.

OCCUPATION

Skill Cost:	1 Point/Level
Relevant Stat:	Mind
Specialisations:	One Specific Occupation

The skills, talent, activities, and experience required to carry out one specific occupation that may have interdisciplinary applications not adequately addressed by an alternate single Skill.

PERFORMING ARTS

Skill Cost:	1 Point/Level
Relevant Stat:	Average of Body, Mind, and Soul
Specialisations:	Comedy, Dance, Drama, Musical Instrument, Public Speaking, Singing

The ability to perform well before an audience of any size and composition, and to evoke an emotional response through the art.

PERSUASION

Skill Cost:	3 Points/Level
Relevant Stat:	Soul
Specialisations:	Bluffing, Bribery, Diplomacy, Emotional, Fast Talking, Hypnosis, Logic, Mediation, Rhetoric, Social Networking, Storytelling

The ability to convince people to see new perspectives, consider other alternatives, change their minds, make different decisions, and even modify their actions as a result of the persuasion.

PHYSICAL SCIENCES

Skill Cost:	2 Points/Level
Relevant Stat:	Mind
Specialisations:	Alchemy, Astronomy, Biochemistry, Chemistry, Mathematics, Physics

Scientific training in the way the physical realm functions and manifests itself as reality, including the necessary background knowledge concerning universal laws and constants.

PILOTING

Skill Cost:	2 Points/Level
Relevant Stat:	Average of Body and Mind
Specialisations:	Heavy Airplane, Helicopter, Jet Fighter, Light Airplane, Lighter-than-Air Craft, Spacecraft, Walker

The ability to operate atmospheric or space vehicles, as well as walking or transformable giant robots with familiar aircraft-style control layouts – even if such mecha are restricted to ground movement only. Skill checks are only necessary when performing an unusual manoeuvre, avoiding a hazard, etc.

POISONS

Skill Cost:	1 Point/Level
Relevant Stat:	Mind
Specialisations:	Alien, Natural, Synthetic, Technological

The ability to recognise, concoct, apply, and neutralise a variety of poisons and toxins. For additional information on poisons, see Blight (page 130) and Toxic (page 137) Weapon entries.

POLICE SCIENCES

Skill Cost:	2 Points/Level
Relevant Stat:	Mind
Specialisations:	Ballistics, Community Policing, Criminology, Forensics, International

This is the science and methodology behind detective work. Ballistics is the study of the wounds inflicted by projectiles. Criminology focuses on studies of criminal behaviour and strategies. Forensics covers evidence gathering, including hair-and-fibre, fingerprint and DNA-based identification techniques.

POWERLIFTING

Skill Cost: 3 Points/Level
Relevant Stat: Body
Specialisations: Bulky Objects, Free Weights, Hand-Held Objects, Humanoids, Moving Objects

The ability to perform feats of strength with minimal chance for injury. Includes lifting or pushing heavy objects, stopping objects in motion, and supporting large masses for extended periods of time. This Skill is independent of the Superstrength Attribute (page 118), and does not reflect strength directly. Rather, it represents a character's efficiency and effectiveness to use the strength that they possess.

RELIGION

Skill Cost: 1 Point/Level
Relevant Stat: Mind or Soul
Specialisations: Academic, Dogma, Congregational, Context, Enlightenment, Guidance, Interpretation, Scripture

The understanding and knowledge concerning the nature of god or gods, including ceremonies and rituals, ethical standards, and historical origins.

RIDING

Skill Cost: 1 Point/Level
Relevant Stat: Body, Mind or Soul
Specialisations: By species (Camel, Horse, Tiger, etc.)

This is the knowledge of how to care for a riding beast, how to saddle, mount, and dismount the animal, how to get it to perform difficult or dangerous manoeuvres safely and without balking, and how to best pace it for long-distance rides.

SEARCH

Skill Cost: 2 Points/Level
Relevant Stat: Mind
Specialisations: Compartments, Detail Work, Electronics, Irregularities

This Skill allows the character to find secret, hidden, or concealed objects in a variety of situations.

SEDUCTION

Skill Cost: 2 Points/Level
Relevant Stat: Body or Soul
Specialisations: Emotional, Mental, Physical, Political, Social, Spiritual, Verbal

A character with this Skill is adept at exploiting their sex appeal. A successful Skill roll will convince another person that the character is genuinely interested in them. Whether or not the subject responds will depend on their own romantic inclinations and sexual preferences.

SLEIGHT OF HAND

Skill Cost: 2 Points/Level
Relevant Stat: Body
Specialisations: Card Sharking, Lock Picking, Pick Pocketing, Stage Magic

A character with this Skill (also known as "prestidigitation") has superior manual dexterity, greater than that suggested by their Body Stat. This includes the ability to perform "magic" tricks, palm small objects, cheat at cards, plant an item on someone, etc.

SOCIAL SCIENCES

Skill Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Archaeology, Anthropology, Communication, Education, Politics, Psychology, Social Work, Sociology

Understanding of the way populations and individual people function in and contribute to society, as well as larger societal behavioural patterns.

SPORTS

Skill Cost: 1 Point/Level
Relevant Stat: Body (sometimes Mind or Soul)
Specialisations: One specific sport

The ability to play well with others in a team or individual sporting event with specialised rules, in a manner that minimises associated injury risks.

STEALTH

Skill Cost: 3 Points/Level
Relevant Stat: Body (sometimes Mind)
Specialisations: Camouflage, Concealment, Silent Movement

The ability to disguise objects or people so that they blend into their surroundings. This also includes the ability to conceal small objects on one's person and the ability to move silently.

STREET SENSE

Skill Cost: 2 Points/Level
Relevant Stat: Mind or Soul
Specialisations: Gang Activity, Influential Individuals, Territorial Divisions (all by region)

The knowledge of street activity within urban regions and city neighbourhoods. This is a vital survival Skill for a person primarily living outside in a metropolitan area.

SURVIVAL

Skill Cost: 2 Points/Level
Relevant Stat: Mind (sometimes Body)
Specialisations: Aquatic, Arctic, Desert, Dimensional, Forest, Jungle, Mountain, Plains

The ability to find food and shelter while outdoors and avoid natural wilderness hazards. It also assists with the identification of edible and useful wild plants and animals. This Skill is often a learned area of expertise for more modern cultures but a natural way of life for more primitive ones.

SWIMMING

Skill Cost: 1 Point/Level
Relevant Stat: Body
Specialisations: Aquabatics, Competition, Deep-Sea Diving, Free Diving, Recreational, Scuba, Snorkelling

The character is skilled at swimming on and under water, and executing dives. The GM may assume that any character in a modern setting knows the fundamentals of basic swimming even without this Skill. A swimmer can usually move at a speed equal to their Body Stat in kilometres per hour for short distances, or half their Body Stat for extended distances.

URBAN TRACKING

Skill Cost: 2 Point/Level
Relevant Stat: Mind
Specialisations: Academic, Corporate, Political, Residential, Underworld

Urban Tracking is the ability to shadow someone through an industrialised, populated area. It also assists with finding certain people in a particular sub-culture or environment by asking the right questions.

VISUAL ARTS

Skill Cost: 1 Point/Level
Relevant Stat: Body, Mind, or Soul (often an average)
Specialisations: Animation, Carving, Drawing, Flower Arranging, Painting, Photography, Sculpting, Video

The ability to produce a work of fine or commercial art in a particular visual field.

WILDERNESS TRACKING

Skill Cost: 1 Point/Level
Relevant Stat: Mind (sometimes Soul)
Specialisations: Aquatic, Arctic, Desert, Forest, Jungle, Mountain, Plains

The ability to successfully trail or track someone or something while outdoors in a rural or wilderness setting.

WRITING

Skill Cost: 1 Point/Level
Relevant Stat: Average of Mind and Soul
Specialisations: Academic, Fiction, Journalistic, Poetic, Religious, Technical

The ability to communicate ideas or emotions in a written work, though a person without this Skill may still know how to read and write adequately.

MEET GHOST LION

In Robert's experience, the most important trick to owning a room was walking in like you already did.

Of course, it helped to wear a tuxedo that looked like it cost more than most cars. The tanned, redheaded bombshell on his arm didn't hurt, either. Looks, however, were less important than attitude. Robert kept his smile that ideal blend of confidence, not quite smug but hardly gentle. Every eye was on them as they strode in, behaving as though the attention was their due. Not something to be desired, but merely expected, as the most gorgeous and interesting people in the Emerald Palace.

"Welcome to Ibiza, darling," Alex breathed, giving "her" hair a gentle toss.

Robert hummed and nodded in response. "Careful, Alex. It's hard to get answers when all the men are drooling. And about half the women." He kept the smirk purely psychic.

"What can I say? I take pride in my work. Though once you've infiltrated the Third Reich, everything else is just spying" Alex retorted, their alluring stride down to a science.

"Come on, boss, pay attention" Rita worried, squirming in Alex's purse. "The Mordred Society's trouble, even for us."

"If it is the Mordred Society" Ghost Lion reminded them. "Witchlight, you hold their attention out here."

Robert gave the Adept's hand a gentle kiss, as much to be chivalrous as to maintain their cover. "Belleshroud, watch their back. I'll head into the main office upstairs." Acknowledging their psychic nods, Robert waited for Witchlight to start dancing, then slipped past two guards who ought to have been fired, their jaws slack. He removed a cufflink as he headed up a short flight of stairs. "Clear."

Rita released the magic on his 'cufflink,' and it expanded back into his Ghost Lion helmet. Donning it, Robert picked the lock and opened the door with his now-enhanced telekinesis. *No electronics*, Ghost Lion noted, indulging in a slight frown. *Odd*. He did a quick sweep, then entered once Witchlight hexed the cameras. He found the safe behind a gauche abstract painting, though at least that had an electronic lock. Robert removed his other cufflink and placed it on the keypad. Rain Killer's digital sorcery proved equal to Witchlight's natural variant, and he was in.

The real problem was, the papers Ghost Lion found did not justify his contact's urgency. They were Mordred Society plans, true, but they involved banking wars, not the real kind. "Decoys?" Robert muttered, looking them over for secrets.

Cold needles along his spine saved Robert's life as they had many times before. He leaped aside just before blaster fire could tear through him. Not the Mordred Society, he realised, sensing the telepathy before seeing his opponent.

Jade Naga strode in, Haud pistol smouldering with heat. "No, no, you're right," Naga said, circling the desk Robert took cover behind. Below them, Ghost Lion could hear a mix of screams and bursts. "They were meant to convince amateurs that this is a human front."

Robert concentrated, reaching out for his gear. "I don't suppose you came to Ibiza for the party scene?" he asked, gripping the papers in hand.

Jade Naga laughed. "That's what I like about you, Ghost Lion. You're a professional." The alien leaped over the desk and took aim, but Robert telekinetically wrapped the papers around Naga's head. Naga howled, tearing at them, while Robert fell back.

Ghost Lion's armour knocked over two of the soldiers his partners were fighting. *Pity. It was a quality tuxedo.* Tearing off his expensive outfit, Robert literally pulled his armour on with psychokinesis a moment before Jade Naga burst out of the office, snarling. The sight of the automatic rifle in Robert's hands gave him pause. "Which is why you should leave. Now," Ghost Lion replied. "The only reason I haven't opened fire is the civilians below."

Jade Naga hissed, then pressed a gem on his harness. The Haud all vanished. Robert exhaled, slinging the rifle out of the way. Rita flew up and hugged him, a welcome if still rare sensation. "Are you okay?"

Robert could not help himself. He grinned. "Shaken, but not–" When Rita dope-slapped him, he laughed outright.

OPTIONAL COMBAT RULES

This section includes particular manoeuvres that characters can optionally perform in combat as part of their attack actions. These rules require GM permission to use during gameplay.

COMBAT ROLL MODIFIERS

The GM may impose appropriate obstacles when the players make an attack roll. An attack action normally assumes characters are engaged in active combat – dodging enemy attacks, making quick strikes when the opportunity arises, moving about, etc. The GM should not apply penalties for this sort of normal combat-related activity. In circumstances where a character's aim or concentration seems likely impeded (such as shooting someone whom the character cannot clearly see or attacking a foe while hanging upside down), the GM may assign obstacles to the attack roll. Likewise, in a stress-free situation (such as murdering an immobile victim or target range shooting with nothing riding on the outcome), the GM can apply an edge to the roll or assume an automatic success – or perhaps even automatically allow a critical success (page 208).

A number of possible attack roll obstacles (and sometimes simultaneous defence roll edges) – including both standard rules and the optional rules presented in this chapter – are summarised on Tables 9-9 through 9-12. The GM may adjust or ignore these modifiers if they prefer, as best fits the dramatic narrative.

COMBAT MANOEUVRES

This section details aggressive actions that characters can perform as part of a normal combat round.

READYING (HOLDING ACTIONS)

The ready manoeuvre lets an attacker take an action later in the round, after the character's Initiative is over but before they start the next one. On their Initiative, the player specifies the action their character will take and the conditions under which the character will take it. Any time before the character's next Initiative, they may then take the readied action in response to that condition. The character's readied reaction occurs just before the action that triggers it. If the triggered action is part of an opponent's activities (for example, an attack or movement), the character interrupts the opponent's action because it takes place beforehand. If still capable of doing so, the opponent continues their own action once the character completes the readied action.

If the character comes to their next action and has not yet performed the readied action, the readied action is lost (though the character can ready the same action again, if desired). If the character takes the readied action in the next round before their regular Initiative, the character's Initiative count rises to that new point in the order of battle, and they do not get an additional regular action that round.

INITIATIVE CONSEQUENCES OF READYING

The holding character's Initiative result changes after a ready action. Since each character's Initiative is determined only once at the beginning of a combat, for the rest of the encounter, the Initiative result is the count on which the character took the readied action. The character would therefore act immediately ahead of their opponent should that action have triggered the character's readied action.

Assume combat begins with three participants: a champion powerhouse, his speedster companion, and a metahuman sorcerer. After rolling Initiative, the results are: speedster 22, sorcerer 14, powerhouse 10.

The speedster acts first on 22, but decides to hold their action until they see what the sorcerer will do. Consequently, at Initiative 22, nothing happens and the GM moves down the Initiative order. At Initiative 14, it's time for the sorcerer to act – and, as expected, they begin waving their hands towards the powerhouse and speaking an arcane language. Because the speedster readied their action earlier, they can act just before the sorcerer does. The speedster throws a sticky smoke bomb at the sorcerer at the beginning of Initiative 14 to interrupt the spellcasting and (after rolling dice) lands a successful hit. The attack breaks the sorcerer's concentration, and their magic spell fizzles.

In round two and later combat rounds until the battle ends, the speedster and sorcerer now both act on Initiative 14. By holding their action, the speedster's Initiative changed from 22 to 14.

CALLED SHOTS

An attacking character may elect to suffer obstacles to their attack roll when attempting to hit a target in exchange for a called shot that provides some special advantage. For example, a called shot may reduce or bypass armour (by attacking a small, unarmoured spot) or strike a vital point (inflicting increased damage). These penalties can be reduced with the Precise Aim Combat Technique Attribute (page 72). Players must specify their chosen called shot before rolling the attack dice.

CALLED SHOT TO DISARM

A character may attempt to shoot or knock a weapon or object out of another person's hand instead of inflicting damage. If using a ranged attack, the roll suffers a major obstacle. If using a melee weapon or unarmed attack, the roll suffers a minor obstacle. If the attack hits, the target must make an Average (TN 12) Body Stat roll to retain control of their weapon. If the Stat roll fails, the character successfully knocks away the weapon. If the Stat roll succeeds, the defender will suffer a major obstacle on their next action with that weapon (since it is off-balance), but they still retain control of it.

CALLED SHOT TO REDUCE ARMOUR

Armour with the Gap Limiter (page 68) has thin or unprotected areas. An attack can be aimed at such a gap to either reduce the Armour's effectiveness by half (attacker suffers a minor obstacle on their roll) or ignore the Armour Rating completely (attacker suffers a major obstacle on their roll). The effects of an attacking Weapon Attribute's Penetrating Enhancement and Non-Penetrating Limiter may still apply as well.

CALLED SHOT TO VITAL SPOT

A character attacking a living being that has an identifiable anatomy can specify they are aiming for a vital spot (heart, brain, spine, etc.) rather than simply targeting the centre of mass. The attack roll suffers a major obstacle. If successful, the damage is not increased directly, but if any damage gets past the target area's Armour Rating, the Health Points lost as a result of this vital spot damage are doubled.

CALLED SHOT TO WEAK POINT

If the character knows their target has a Weak Point Defect (page 163), a called shot can be made to hit it the weakness in combat. The penalty to the attack roll depends on the size of the Weak Point: a large spot (-6 Points) suffers a minor obstacle, and a small spot (-4 Points) suffers a major obstacle. For a tiny spot (-2 Points), the attacker suffers a major obstacle, and the defender also gains a minor edge on their defence roll.

CALLED SHOT TO SPECIFIC LOCATION

If the character otherwise wants to target a specific area on their opponent that isn't specifically a vital or weak spot (such as the shoulder or hip) – but the hit location is important for some reason – the penalty to the attack roll is the same as for targetting a weak point (see above), and depends on the pinpointed area's size.

If a called shot to a specific location is made through an unopposed ranged attack roll (page 180), the task's Target Number changes depending on the size of the target area: an Unlikely task (TN 21) for a tiny spot, a Challenging task (TN 18) for a small spot, or a Difficult task (TN 15) for a large spot.

CALLED SHOT TO KNOCK OUT

Rather than attacking with the intent to inflict injury upon the opponent, a character can instead attempt to knock their target unconscious with a called shot to inflict Stun damage – perhaps by hitting with the flat of a blade or with a blunt object or fist. The attack roll suffers a minor obstacle. If successful, the target must immediately make a Difficult (TN 15) Soul Stat roll to check for Shock; this roll suffers a minor obstacle if the attacker has the Blackout Combat Technique. If the target fails their Shock roll, they are immediately rendered unconscious briefly (see Knockout, page 214, for details).

STRIKING TO WOUND

A character in combat can elect to reduce their delivered attack damage below the normal damage value to a minimum of 1 damage (known as striking to wound). They cannot usually attempt this manoeuvre with Weapons possessing the Area (unless also Selective), Autofire, or Spreading Enhancements, though.

TOTAL ATTACK

A character can take this manoeuvre in conjunction with one single attack; they focus completely on an offensive action with no thought given to defence. The character suffers a major obstacle on all defence rolls made until their turn to act again next round, but also gains a major edge on the attack roll. If the character has the Extra Actions Attribute, all other attack actions are unmodified.

SURPRISE ATTACK

Surprise attack situations – in which the target is completely unaware of the incoming attack, yet would otherwise be capable of defending had they known about the attack – are made as an Average task (TN 12) unopposed attack roll. A hidden sniper firing at a distant enemy would be an example of a surprise attack.

If the target is made away of the incoming attack at the last moment, though – and thus the attack isn't a complete surprise – the attack roll is made as normal, but the defender suffers a minor or major obstacle on their defence roll (GM's discretion). Most melee attacks in which the attacker is hiding and suddenly jumps out at the target to surprise them would fall under this situation.

ATTACKS WITH TWO WEAPONS

A character with a one-handed melee or ranged weapon in each hand may use both at once against the same target or two different targets on their Initiative (even if they lack the Extra Actions Attribute), but with penalties to both rolls: minor obstacles when attacking the same target or major obstacles when attacking different targets. If a character has the Extra Actions Attribute, they can only use this manoeuvre with one attack each round and not additional attacks. These attack roll penalties can be reduced with the Two Weapons Combat Technique Attribute (page 73).

MULTIPLE TARGETS WITH ONE ATTACK

When a character absolutely must take down several targets, but they do not have enough Extra Actions to do so, the character may attempt to use one attack to strike multiple targets:

- Two targets: attack roll suffers a minor obstacle
- Three targets: attack roll suffers a major obstacle
- Four targets: attack roll suffers a major obstacle; defenders each gain minor edges to their defence rolls
- Five targets: attack roll suffers a major obstacle; defenders each gain major edges to their defence rolls

Characters cannot usually target more than five opponents with a single attack. Should the GM decide that it is possible, though, use the edges and obstacles associated with five targets. These penalties can reduced with the Multiple Targets Combat Technique Attribute (page 72).

The initiating character only makes one attack roll (not one per target), though each target makes their own defence roll to avoid damage.

ATTACKS AND MOVEMENT

Modifiers can apply to attacks made against rapidly moving targets as well as to those made by characters in motion.

ATTACKING MOVING TARGETS

Attempting to hit a target that is moving at exceptional speeds is very challenging (see Table 9-12, page 227). In these instances, the attacker suffers a minor (50-100 kph) or major (100+ kph) obstacle on their attack roll. These penalties can be reduced with the Dead Eye Combat Technique Attribute (page 192). If the target is moving at tremendous speeds, they also receive a minor (250-1,000 kph) or major (1,000+ kph) edge to their defence roll.

ATTACK PENALTIES IN MOTION

When a character is moving rapidly in combat, they may incur penalties to attack rolls (see Table 9-12, page 227). The penalty incurred depends on how quickly the character is moving relative to their maximum movement ability.

If a character is running (or swimming/crawling slowly) – or otherwise moving at 25-50% of their top movement speed using an Attribute – they suffer a minor obstacle on attack rolls. This disadvantage increases to a major obstacle when sprinting (or swimming/crawling quickly), or moving at more than 50% of their top Attribute movement speed. Characters who are walking or jogging do not incur penalties.

FIRING FROM MOVING VEHICLES

Characters who are passengers inside a fast-moving vehicle fire their personal ranged weapons at targets outside the vehicle with a minor obstacle applied to their attack rolls. This penalty increases to a major obstacle if the character is also piloting or driving the vehicle while firing. These penalties can be reduced with the Steady Hand Combat Technique Attribute (page 73). Characters firing the vehicle's built-in weapons do not usually suffer this penalty, though the penalties outlined above for attacking fast-moving targets or while moving rapidly may apply.

Many modern or high-tech mecha, tanks, super-cycles, etc. could have stabilisation mechanisms that negate this character attack penalty. This technology can be represented by the vehicle possessing the Steady Hand Combat Technique instead.

FIRING WEAPONS FROM A MOUNT

Mounted characters (on a horse, camel, giant eagle, or other animal) suffer a major obstacle when attacking while moving faster than the mount's normal slow movement speed – whether it's walking, swimming, flying, tunnelling, etc. This penalty can be reduced with the Steady Hand Combat Technique Attribute (page 73). Animals with exceptionally smooth and even movements may reduce the penalty to a minor obstacle as well, or eliminate it completely at the GM's discretion.

COMBINED ATTACKS

Sometimes, characters will find themselves facing an extremely tough opponent whose protective Armour or Force Field is tough enough to prevent the characters from inflicting harm. In these situations, characters will often co-ordinate their attacks, attempting to strike the same point at the same time in the hopes of overwhelming the target's defences. In these instances, the target's Armour Rating is deducted from the combined damage total, rather than applying to each individual attack damage separately.

When combining attacks, each character must hold their action (Readying, page 204) until the slowest character's Initiative (or later). Every character then makes their own attack rolls individually, which is made unopposed against an Average task (TN 12), rather than opposed by a defence roll as usual. If two or three characters are combining their attacks, each of the character's attack rolls suffers a minor obstacle. This increases to a major obstacle if four or more characters are combining attacks.

If a character's attack is successful, they determine how much damage is inflicted by their attack normally. All successful attackers then combine their damage values into one total, and this amount will be inflicted upon the target – as if from one single, powerful attack – if the target's defence roll fails.

The target of a successful combined attack may avoid all damage from the attackers' combined effort with a single defence roll – also unopposed, but against a Difficult task (TN 15). If two or three opponents made successful combined attack rolls, the target's defence roll suffers a minor obstacle. This increases to a major obstacle if four or more opponents made successful combined attack rolls.

COMBINED WEAPON ENHANCEMENTS

The combining Weapons may individually have one or more Enhancements assigned that could affect the outcome of a joined attack. For example, if one attacker with a Homing Weapon joins with other attackers who only have regular ranged Weapons, how does the one Homing Enhancement affect the combined attack?

Unless every Weapon combining in the attack has the same Enhancement, the Weapon benefits do not carry over to the individual combined attack rolls. For the above example, the character with the Homing Weapon ignores its effects for their attack roll since not all Weapons have it assigned. If every Weapon did have the Homing Enhancement, though, the benefits may be applied to the individual combined attack as well; in this instance, Homing can provide a minor or major edge on every character's individual unopposed combined attack roll.

Unlike Enhancements, Weapon Limiters typically apply to each individual combined attack roll – even if not all the attackers involved have the same Limiter assigned. For example, if one of the combined attackers is using a Weapon with the Inaccurate Limiter, that character's individual unopposed attack roll suffers a minor (one assignment) or major (two assignments) obstacle.

RANGE PENALTIES

To reflect a more realistic portrayal of ranged combat engagements, optional attack roll penalties may apply when Weapons with the Range Enhancement target opponents at the extremes of their maximum listed ranges.

Table 9-2 indicates distance category increments for the Range Enhancement assignments at Rank 3 and above (no penalties apply for Range Ranks 1 and 2). Attack roll penalties associated with firing Weapons at intermediate and remote ranges stack with other attack penalties as appropriate, though they are reduced for characters that possess the Far Shot Combat Technique (page 192).

EFFECTIVE RANGE

This is up to one-fifth of the Weapon's maximum range. If a target is within effective range, no modifiers apply to attack rolls.

INTERMEDIATE RANGE

This is between one-fifth and one-half of the Weapon's maximum range. Attacks rolls at this distance suffer minor obstacles.

REMOTE RANGE

This is between intermediate range (50% distance) up to the Weapon's maximum range. Attacks rolls at this distance suffer major obstacles.

BEYOND REMOTE RANGE

While some Weapons can technically be fired out to even longer ranges that slightly exceed their Range Enhancement distances (at GM discretion), accuracy is often exceptionally poor. Consequently, opponents should also gain a major edge on their defence rolls in these situations. This modifier is in addition to the major obstacle on that attack roll applied at remote range.

9-2: RANGE PENALTIES

RANK	EFFECTIVE RANGE	INTERMEDIATE RANGE	REMOTE RANGE
1	—	—	—
2	—	—	—
3	Up to 20 m	20 - 50 m	50 - 100 m
4	Up to 200 m	200 - 500 m	500 m - 1 km
5	Up to 2 km	2 - 5 km	5 - 10 km
6	Up to 20 km	20 - 50 km	50 - 100 km
7	Up to 200 km	200 - 500 km	500 - 1,000 km
8	Up to 2k km	2k - 5k km	5k - 10k km
9	Up to 20k km	20k - 50k km	50k - 100k km
10	Up to 200k km	200k - 500k km	500k - 1M km
	NO MODIFIER	MINOR OBSTACLE	MAJOR OBSTACLE

MODIFYING RANGES FOR LARGE WEAPONS

The firing range and other specifications for standard weapons in Table 10-1 (page 237) assume that the weapons are sized for Medium characters. Of course, an appropriately sized crossbow wielded by a supervillain who is as tall as a building would reasonably have a Range greater than 3 assignments (100 metres). Scaling such weapons up is easy: simply use the x2/x4/x8/etc. thrown weapon distance modifiers from Table 3-2 (page 49) for characters larger than Medium.

NON-PHYSICAL WEAPON ATTRIBUTE SIZES

Conversely, attacks created with the Weapon Attribute that aren't physical objects like a sword or gun do not typically scale with the character's size. These Weapons have their maximum distances set through the Range Enhancement instead. This includes such attacks as energy beams, psionic blasts, balls of fire, bolts of lightning, sonic attacks, etc.

ADDITIONAL RANGED DAMAGE

In games using variable damage options (page 216), the GM may allow ranged attacks that target opponents within the Weapon's effective range (0-20% maximum distance) to inflict additional damage. When calculating the variable damage for such ranged attacks, move the damage category up one rank – though damage inflicted can never exceed the most impactful rank.

For example, if modifying the Damage Multiplier based on a secondary damage roll, a roll of 9 or 10 would normally indicate a +1 Damage Multiplier bonus for the attack. If the target was within the Weapon's effective range, though, the attack would instead gain a +2 Damage Multiplier – which is one category up, and applied to secondary damage rolls of 11-12.

Similarly, if modifying the total final damage – rather than the Damage Multiplier – based on a secondary damage roll (keeping this specific example showing a roll of 9-10), the damage would be at 150% instead of 125%, which once again is one category up.

CRITICAL HITS

In some instances, the attacker's strike is so powerful or overwhelming that it delivers damage greater than its normal maximum amount – known as a critical hit. If the attacker's total roll is significantly higher than the defender's total roll, a critical hit is scored. See Table 8-2: Margin of Success, page 169, for details.

If the attacker's roll exceeds the defender's roll by at least 12 (a major margin of success), the final damage delivered is doubled (see page 183 for damage calculations). If the attacker's roll exceeds the defender's roll by at least 18 (an extreme margin of success), the final damage is tripled instead.

The defender's Armour Rating reduces the inflicted damage after the multiplying effect of a critical hit is considered. Additionally, the Health Points lost due to a called shot to vitals (page 205) are doubled after the critical hit multiplying effect – which can increase the Health Point loss from a critical vital shot to 4x or 6x the normal damage!

UNOPPOSED CRITICAL HITS

Against an unconscious or restrained opponent (an unopposed attack roll, page 180), the final attack damage is doubled with a significant margin of success (exceeding by at least 6) and tripled with a major margin of success (exceeding by at least 12).

IGNORE SIZE MODIFIERS

The ranged attack and defence modifiers for Size Templates (page 47) are ignored when determining whether an attack is a critical hit or not. That is, the required margins of success (12+, or 18+) must be achieved without considering the Ranged Attack or Defence Attributes, or Inept Attack or Defence Defects, that are associated with Size Templates.

For example, a huge robot (Size Rank 2) has a -4 penalty to hit with ranged weapons (-2 Points of Inept Attack: Ranged) and a -4 penalty to defend against ranged weapons (-2 Points of Inept Defence: Ranged). If a soldier is attacking the robot with a rifle, the soldier must score 4 higher than a major margin of success to inflict double damage (12 + 4 = 16 or more) or 4 higher than an extreme margin of success to inflict triple damage (18 + 4 = 22 or more). The soldier does not benefit from the robot's size-related Inept Defence Defect when determining critical hits. Similarly, if the robot fights back with a ranged eye beam, it only needs to score 4 lower than a major margin of success to inflict double damage (12 - 4 = 8 or more) or 4 lower than an extreme margin of success to inflict triple damage (18 - 4 = 14 or more). The robot's chance of scoring a critical hit is not penalised by its size.

ALTERNATIVE CRITICAL: NATURAL 12

Rather than using the difference between the attacker's and defender's total rolls to determine whether a critical hit occurs, the GM and players may collectively decide that any attack dice roll of 12 (showing two 6s) results in a critical hit.

CRITICAL FAILURES

If you are applying the rules for critical hits in your game, you may also want to consider a framework for critical failures. After all, some superpowered attacks attempts are so wildly ineffective that they actually cause harm to the aggressor.

If the attacker's total roll is substantially lower than the defender's total roll, the result is a critical failure (alternatively known as a critical fumble). If the attacker's roll is lower than the defender's roll by at least 12 (a major margin of failure), the GM applies one of the consequences in Table 9-3: Critical Failures – either by selecting one that they believe best reflects the circumstances or by rolling two dice to randomly choose one. If the attacker's roll is lower than the defender's roll by at least 18 (an extreme margin of failure), two consequences are applied instead. Adjust the table entries as appropriate for metahuman, magical, unarmed, ranged, or paranormal attacks.

ALTERNATIVE FUMBLE: NATURAL 2

Rather than using the difference between the attacker's and defender's total rolls to determine whether a critical failure occurs, the GM and players may collectively decide that any attack dice roll of 2 (showing two 1s) results in a critical failure.

9-3: CRITICAL FAILURES

DICE ROLL	CRITICAL FAILURE DESCRIPTION
2	Character overextends their reach and rips their clothing (which may even be in a compromising location)
3	Character loses focus in combat and drops to Initiative 1 for the remainder of the battle
4	Character overexerts themselves and pulls a muscle, suffering a minor obstacle on all Body Stat rolls during the next 24 hours
5	Attacker is off balance and suffers a major obstacle on all defence rolls until their Initiative next round
6	Character stumbles and twists their ankle, cutting their movement speed in half until they rest for several hours or are otherwise healed
7	Character drops their weapon or cannot otherwise use their weapon for one round
8	Attacker's grip on their weapon weakens and they suffer a major obstacle on all attack rolls during the next round
9	Character hits a nearby solid surface and damages or breaks their weapon
10	Character hits a nearby ally instead of their target, automatically inflicting half damage
11	Character hits themselves instead, automatically inflicting half damage
12	Character trips and falls, giving any opponents attacking the character a major edge on attack rolls until the character uses an action to stand

GRAPPLING

Instead of striking to inflict damage in melee combat, a character can attempt to grab someone instead. This is a grappling attack, and a character must have at least one empty hand free. Grabbing a small, inanimate object that is not in an individual's sphere of control (page 177) does not usually require an action.

Resolve a grappling attempt like a normal unarmed attack. The combatant with the greater number of free (i.e. not holding any objects) hands or manipulating appendages gains an advantage: a minor edge to their attack or defence roll if they have one, two, or three more free hands, or a major edge if they have four or more.

A successful grappling attack inflicts no damage, but the attacker can hold a grabbed character relatively stationary. The target suffers minor obstacles on all attack and defence rolls when performing other melee attacks or defences (including grabbing, biting, kneeing, etc.) or major obstacles when attempting to perform other tasks requiring freedom of movement, such as using hand-held equipment.

If the grabbed character is much stronger (or more agile, at the GM's discretion) than the opponent, though, their penalty is reduced – minor obstacles to no dice roll modifiers, or major obstacles to minor obstacles – and the character can still move freely. Conversely, if the grabbed character is much weaker (or perhaps less agile), the penalties are increased – minor obstacles to major obstacles, and major obstacles to no rolls permitted.

A character is considered much stronger than an opponent if their Body Stat is at least 4 values higher or if the character possesses the Superstrength Attribute at a higher Level. For example, a weak teenager (Body Stat 2) has a significant disadvantage when grappling with a strong adult (Body Stat 6). Similarly, a medium-sized character (Size Rank 0) is greatly disadvantaged against one who is large-sized (Size Rank 1) or bigger.

It is, of course, possible for one character to grab an opponent who then grabs the character in return (this is what often happens when grappling).

GRAPPLING MANOEUVRES

Once a character grabs an opponent, they can attempt a grappling manoeuvre (lock, throw, or pin) as their next attack.

LOCK

A character who (on a previous attack) successfully grabbed their opponent can choke, crush, or strangle that foe. This lock attack automatically hits and inflicts normal unarmed damage.

THROW

A standing character who has already grabbed an opponent can hurl the foe to the ground. This is resolved as a normal unarmed attack. A successful hit releases the foe from the grapple, but inflicts an extra 5 damage, plus any additional falling damage (page 183) if the character was in a position to be thrown out a window, off a cliff, etc. If the attacker throws the opponent at another enemy (requiring an attack roll), the target must make a successful defence roll or suffer equal damage as well.

PIN

A character who has grabbed someone may attempt to improve their hold during the next attack by completely immobilising the opponent in a pin. GMs may treat this manoeuvre the same as the first grab attack. If the attack succeeds and the opponent fails to defend, then the foe is pinned, usually under the weight of the attacker's body. Attackers may not attempt a pin if the opponent is much stronger (see earlier). Once a character pins an opponent, the target suffers a major obstacle on rolls when attempting to escape. A pinned character cannot attack or defend.

OTHER GRAPPLING EVENTS

In addition to the three described attack manoeuvres, both people engaged in a grapple have a few more options.

BITING

Since biting does not require the use of hands, it is an effective tactic when a character has either grabbed or been grabbed by an opponent. Game Masters should treat this as a normal unarmed combat attack suffering a minor obstacle, unless the aggressor has a Weapon Attribute of some sort defined as a bite. In these instances, the minor obstacle may not apply.

ESCAPING

On the character's Initiative, a grabbed character can attempt to escape as a free action instead of attacking. This is an opposed roll, with each character making either a Body Stat roll or an attack roll, whichever is most advantageous for that character. Highest total roll wins. If the grabbed character wins, they escape – and may also attack or take a different action. If the characters tie, the grabbed character escapes, but forfeits their action for the round. If the grabbed character loses, they are immobilised and forfeits their action for the round, plus they suffer a major obstacle on any defence rolls later during that same round.

If a grabbed character chooses to attack the person who grabbed them (with appropriate penalties) and inflicts damage equal to or greater than five times their foe's Body Stat, they escape the grab automatically (since their opponent is suffering in pain) without having to make a specific attempt to do so.

GROUND FIGHTING

Fighters thrown to the ground or who are otherwise forced to fight from a prone position suffer minor obstacles while making all melee attack and melee defence rolls. Depending on the circumstances, the GM may require one general action for a character to rise up from a prone position.

DISARMING VIA GRAPPLING

A character can try grabbing an opponent's weapon (instead of the opponent's body) to wrench it free or knock it away. They suffer a minor obstacle when attempting this type of attack roll. This penalty is increased to major obstacle if the opponent is holding onto their weapon with two or more hands or appendages. A successful attack usually dislodges the weapon, but if the defender makes a Difficult Body Stat roll (TN 15), they can instead maintain their grip and suffer minor obstacles when using the weapon for any reason until the end of their next action.

OPTIONAL DEFENCE RULES

Characters normally make reactionary defence rolls in response to attacks against them. There are a few specific situations that provide additional game options, however.

HEDGING DEFENCE TO SET TARGET NUMBER

To speed up combat, gaming groups could consider always having player characters and NPCs hedge their defence rolls (page 173). This option sets a clear Target Number for the attacker before their dice are rolled, which reduces combat randomness by half.

In groups where the players prefer making their own defence rolls, this option may instead only be used when attacking NPCs (and thus saving the Game Master from ever making any defence rolls). Players do tend to love rolling dice, after all!

DEFENDING AGAINST MULTIPLE ATTACKS

When defending against multiple attacks in a single round, each defence after the first one receives an obstacle on the defence roll: a minor obstacle on the second and third defence, and a major obstacle on the fourth and any latter defences. Even the greatest fighter may be overwhelmed if badly outnumbered, though the penalty maxes out at major obstacles on defence rolls since too many flanking opponents may get in each other's way.

Defenders with the Flanking Defence Combat Technique suffer reduced penalties when outnumbered in battle. Defence rolls suffering minor obstacles are made normally; attacks suffering major obstacles instead suffer minor obstacles.

DEFENDING OTHERS

A character can defend a friend or ally against another's attack, provided either the attacker or target is within reach. Defending others is difficult, though, and thus the character suffers a minor obstacle on their defence roll. Also, each attempt at defending others counts as one of the character's own defences, for purposes of defending against multiple attacks in a single round (see above). The decision to defend others may be made after the original attack target has failed their own defence roll, but before damage from the attack is resolved – thus providing a window for intervention.

One special option is also available when defending others: throwing oneself in front of the attack. This noble act is made with a minor edge to the defence roll – which cancels the minor obstacle described above – and thus results in no net roll modifier. If it succeeds, instead of stopping the attack, the defending character becomes the target automatically and suffers the appropriate attack damage (reduced by Armour Ratings as normal).

DEFENCE IN NON-COMBAT SITUATIONS

The GM may also allow a defence roll in non-combat situations (such as accidents) in which quick reflexive action can benefit the character. This can include leaping out of the way of a speeding car, diving for cover to avoid a sudden explosion, etc. If not fighting a particular opponent, the GM should assign a Target Number, rather than ask for an opposed roll. A defence roll is also appropriate in some sports events to represent the ability to intercept a pass or hit an incoming ball.

USING ATTRIBUTES DEFENSIVELY

Just as characters can find imaginative ways to use their Attributes against opponents (page 177), they are just as likely to think of ways to use certain Attributes to defend themselves or others from harm during battle. For example, Attributes such as Portal, Teleport, or Telekinesis can suddenly move someone out of the way of a foe; Change State could be defensively used to turn non-corporeal quickly; or the Weapon Attribute can be used to target an incoming offensive, effectively nullifying the attack to providing a defence.

Any such sudden use of an ability is treated as a normal defence roll. For example, instead of dodging, the character uses Teleport or Portal and vanishes before the attack hits. The defence roll is used to determine whether or not the character activates the Attribute in time to avoid the attack, and not whether or not the Attribute activates at all (that would be the function of a separate activation Stat roll, should the GM decide one is necessary). If the character fails the defence, their Attribute may still activate after the attack hits and damage is delivered.

The character defends themselves from incoming attacks with their Attributes exactly the same way all characters do – with a defence roll.

DEFENDING WITH AN OFFENSIVE NON-WEAPON ATTRIBUTE

By holding an action until attacked by an opponent (see Readying, page 204), a character can attempt to defend themselves with the offensive use of a non-Weapon Attribute that is used on others. To succeed, the character must activate the Attribute with an appropriate Stat roll (the target can make an opposed Soul Stat roll to resist, as normal) and then also make a successful defence roll to time the effect properly.

For example, if a heroic character fires their eyebeam at a metahuman villain who still has a readied action waiting to be used, the villain might attempt to use their Teleport Attribute to place a bystander between themselves and the character's ranged attack.

The villain must first make a successful Mind Stat roll against an appropriate Target Number to see if the Teleport works. If the attempt is successful, and the bystander fails to resist the effect with an opposed Soul Stat roll, a defence roll determines if the villain activates the Teleport in time to interpose the unfortunate bystander in front of the attack and take the brunt of the eyebeam damage. A generous GM may give the hero an opportunity (perhaps a Soul Stat roll or other dice roll) to divert their eyebeams before it blasts the helpless bystander, though.

If the hero's attack is successful, but the villain fails their defence roll, the eyebeams blast the villain moments before the Teleport pops the (now terrified, but fortunate!) bystander between the two combatants.

26 December 2020

Christmas may be over, but there are still presents for me to open.

Samuel Matthews watched as the Experimental Farm's robotic systems loaded thousands of doses of his new mutagen into freezers for transportation. *Such a simple answer*, Matthews thought, scratching Nickolaus over the base of the tusk, and smiled. *Very soon, I should have the third emergency authorisation for vaccine use. Lesser simpletons may have developed stopgap measures, but when my solution proves superior to all others, then the true distribution begins.*

He looked at the enhanced link-men in the evolutionary crucible habitat. *Once the mutagenic viral loads combine with the existing strain, I will be able to convert one-fifth of humanity with the press of a button.* The beasts shapeshifted forms and darted through murderous environments, almost 90% of them surviving. *Physically superior. Borderline-intelligent. Obedient down to the genetic level. It's perfect.*

Kreuzritter and Alice suddenly appeared in the centre of the control room. Matthews indulged in a growl. *Does his gall know no bounds? Though at least he brought some beautiful company.*

"I am in the middle of something, Kreuzritter," he explained, "and I am not in the mood for another magic dilettante wandering around during my–"

"Stop talking," Kreuzritter snapped. Matthews obeyed without intending, gaping at the German's sheer audacity. "You will cease all progress related to your current ploy."

"What – why–" Matthews spluttered, almost choking on outrage.

"There are many reasons," Kreuzritter sighed, pacing through GenTech's nerve centre as though it were his. Alice merely scanned the area, remaining alert to danger like a magnificent lioness. "Your plot will most likely fail. Again. It will draw unwanted attention and inspire mad delusions and widespread rantings about vaccines."

"It will not fail!" Matthews howled. "It's a perfect plan!"

Kreuzritter turned and glared, eye-slits narrowing. "In that unlikely circumstance, you would do vast, unacceptable damage to the civilisation I will rule. The world needs the time to heal, Samuel. That said, I do not expect these base arguments to sway you."

Mister Matthews snorted, glaring at the tyrant. "Then what makes you think I will abandon so masterful a scheme at this stage of progress?"

"Because," Kreuzritter replied, hands clasped behind him, "I am telling you to."

Matthews took in a breath to spit defiance at the man. *How dare he – I am every bit the White Rook – the mastermind – that he is!* Yet faced with that implacable gaze and the vast power behind it, Samuel Andrew Matthews found that breath smothered in his chest. Matthews noted that Alice watched the exchange, as impassive and alluring as usual. "I – you – that – what am I supposed to do with five tonnes of link-man mutagen?"

"Repurpose it," Kreuzritter suggested, shaking his head at Matthews. "Transform our enemies into your soldiers. Poison Olympian Tower. Increase the average IQ in Washington, DC for all I care. You will not distribute this mutagen by hiding it in vaccines."

"But –"

"That is all."

Again, Matthews attempted to summon defiance, even a promise of reprisal, but none came. All he could do was glance away, managing not to lower his head.

"Good," Kreuzritter replied, gesturing to Alice. She entered his magical field, and they vanished.

Nickolaus cowered in a corner as Matthews screamed at the heavens, denied.

ATTRIBUTE VS. ATTRIBUTE

When two characters pit their Attributes against each other, who wins? In most situations, it's the character with the higher Attribute Level.

For example, an alien is attempting to make their getaway using the Flight Attribute. The pursuing Earth Patrol Protector grabs the alien and tries to hold them back and prevent them from flying away. The Protector has the Superstrength Attribute at Level 5 while the alien has Flight at Level 3. The Protector, therefore, is strong enough to prevent the alien from escaping.

If the two Attributes are close in Level (usually the same or differing by only one Level), the GM may request an opposed Stat roll to see who wins the contested action. Using the above example, if the alien's Flight Level was 4 instead of 3, the GM could request an opposed Body Stat roll. The character with the higher total roll wins the contest. For these situations, if the Attribute Levels are close, but not identical, the GM may award the slightly more powerful character with a minor edge on their opposed roll.

What if a character has two or more Attributes that can be used in the opposed Stat roll? What if the alien in the example also has Superstrength at Level 4? In these situations, the GM could simply add the two relevant Attribute Levels together to determine who wins the opposed action. Thus, the alien has Flight at Level 3 and Superstrength at Level 4 for a total of 7 Levels – which is much higher than the hero's Superstrength Level of 5. The alien is therefore able to make their escape – possibly lifting the Earth Patrol Protector into the air as well, or simply breaking free of their hold, at the GM's discretion. Alternatively, the Game Master may decide that the more appropriate Attribute is dominant and award a minor or major edge synergy bonus to the character's roll to determine a victor (see page 172).

OPPOSING ATTRIBUTE TYPES

When Attributes of similar power levels oppose, the GM may also consider their "Attribute types" – the context by which the abilities expresses their effects – which is different from their sources of power (page 188). Continuing the example above, the alien's Level 4 Flight may be powered by supertech (technology type) while the Protector's Level 5 Superstrength may be fuelled by arcane energy (magic type). Consult Table 9-4 for a list of 40 of the more common Attribute types.

For such contested Attribute vs. Attribute dice rolls, types that are considered strong against an opposing type gain a minor edge, while types that are dominant over an opposing type gain a major edge. Table 9-4 indicates, for example, that a technology type is dominant over a magic type, and therefore the alien receives a major edge on its opposed Body Stat roll to determine if it can escape the Protector's grasp.

The presented list of types is not exhaustive. Gaming groups are encouraged to create their own types too, and identify other types against which they are strong or weak.

DYNAMIC POWERS VS. NORMAL ATTRIBUTES

What happens when a character with Dynamic Powers uses their abilities to counteract an opponent's Attribute? For example, is a superhero character with Dynamic Powers at Level 4 powerful enough to prevent a villain with Superstrength at Level 6 from lifting a bulldozer?

Since Dynamic Powers allows a character to create any Attribute effect (within their realm of influence), the hero can counteract most Attributes through a multitude of ways. In the bulldozer example, this could include using telekinesis to push down on the bulldozer; changing the molecular composition of the bulldozer to make it heavier; etc.

When Dynamic Powers is used to generate an Attribute's effects, the GM simply compares the Level of the Dynamic Powers Attribute with the opponent's Attribute Level as outlined earlier. In the example above, the character with Level 4 Dynamic Powers is not powerful enough to prevent the character with Level 6 Superstrength from lifting the bulldozer.

One exception to this guideline is if the character's realm of influence allows them to effectively negate the opponent's Attribute through some Dynamic Powers application of the Nullify Attribute (page 100). In this case, the character may simply reduce the opponent's Attribute Level to ensure that they are no longer capable of accomplishing the desired task. For our example, a bulldozer masses approximately 10 tonnes. Thus, Superstrength Level 6 is certainly strong enough to lift the bulldozer. If a character with Dynamic Powers (Magic) casts a Nullify spell to drain the target's Superstrength, they would require Dynamic Powers at Level 4. Since the target's Superstrength would be reduced to Level 2 – at two tonnes, this is below what is required to lift the bulldozer – the target could not lift it.

Of course, players being players, other creative uses of Dynamic Powers can also result in that Attribute's use effectively counteracting the Attributes of other characters – even at comparatively lower Levels!

DYNAMIC INITIATIVE

Initiative regulates the order in which the characters act each combat round. It is checked only once at the beginning of the combat scene – before any character has a chance to act – and remains constant for the entire fight. Some game groups may prefer a more unpredictable and dynamic action order that varies more frequently, though.

To accommodate this preference, Initiative could instead be determined at the beginning of each combat round instead of just once each battle. Otherwise, all the normal Initiative rules and modifiers apply.

9-4: OPPOSING ATTRIBUTE TYPES

ATTRIBUTE TYPE	STRONG AGAINST	DOMINANT OVER	WEAK AGAINST	DOMINATED BY
Air	Electric	Density	Chemical	Natural Forces
Animal	Insect	Sound	Dark	Sound
Blood	Earth	Psychic	Ice	Speed
Chaos	Chemical	Combat	Density	Time
Chemical	Air	Poison	Chaos	Health
Cold	Plant	Technology	Energy	Fire/Heat
Combat	Life	Health	Technology	Chaos
Cosmic	Spirit	Radiation	Divine	Magic
Dark	Animal	Emotion	Fae	Light
Death	Time	Life	Health	Emotion
Density	Chaos	Dimensional	Life	Air
Dimensional	Energy	Math	Math	Density
Divine	Cosmic	Infernal	Magic	Psychic
Earth	Infernal	Spirit	Blood	Plant
Electric	Water	Metal	Air	Spirit
Emotion	Willpower	Death	Psychic	Dark
Energy	Cold	Ice	Dimensional	Radiation
Fae	Dark	Speed	Willpower	Metal
Fire/Heat	Ice	Cold	Insect	Water
Health	Death	Chemical	Light	Combat
Ice	Blood	Water	Fire/Heat	Energy
Infernal	Magic	Light	Earth	Divine
Insect	Fire/Heat	Time	Animal	Willpower
Life	Density	Willpower	Combat	Death
Light	Health	Dark	Natural Forces	Infernal
Magic	Divine	Cosmic	Infernal	Technology
Math	Dimensional	Natural Forces	Radiation	Dimensional
Metal	Radiation	Fae	Sound	Electric
Natural Forces	Light	Air	Time	Math
Plant	Speed	Earth	Cold	Poison
Poison	Technology	Plant	Water	Chemical
Psychic	Emotion	Divine	Spirit	Blood
Radiation	Math	Energy	Metal	Cosmic
Sound	Metal	Animal	Speed	Animal
Speed	Sound	Blood	Plant	Fae
Spirit	Psychic	Electric	Cosmic	Earth
Technology	Combat	Magic	Poison	Cold
Time	Natural Forces	Chaos	Death	Insect
Water	Poison	Fire/Heat	Electric	Ice
Willpower	Fae	Insect	Emotion	Life

SPREADING EXTRA ACTIONS ACROSS INITIATIVE

Characters with the Extra Actions Attribute (page 82) normally take all of their additional actions on the character's single Initiative. The GM and players could collectively decide to spread the actions roughly evenly over the character's Initiative range instead. This alternative way of spacing actions throughout the combat round instead of bunching them all at once can also be incorporated into dynamic Initiative rolls that are performed at the beginning of each round.

For example, if a character had the Extra Actions Attribute at Level 2 (three actions total) and rolled an Initiative of 18, they would take action on Initiative numbers 18, 12, and 6 – evenly spread out between their rolled Initiative number of 18 and zero. This option has the advantage that it spreads actions over the combat round – keeping the pace moving quickly and other players constantly engaged – but it requires that the players pay closer attention to the descending Initiative numbers as each round progresses.

ABSOLUTES IN ABSOLUTE POWER

Sometimes, players want to design characters in absolute terms – in ways that Absolute Power was not designed to function as an effects-based system. Consider the following player requests, for example:

- "I want my character's razor whip attack to cut through any armour, regardless of how tough it is."
- "My character's genetic mutation should be able to imitate any ability, no matter how powerful."
- "My character is so accurate with guns that they never miss their target."
- "My character's force field always stops all damage."
- "My alien powerhouse will always be the strongest character in the room, regardless of where they're from."

In all of the above examples, the players are asking for absolute dominion over an Attribute that is designed on a spectrum of effectiveness. For example, the Penetrating Weapon Enhancement (page 134) can bypass 10 Armour Ratings for each assignment, but does not overwhelm a fixed percentage of armour (such as 100%). Similarly, the Force Field Attribute (page 85) stops 10 damage per Level rather than negating all damage.

To accommodate these requests, the player can either assign Attributes at incredibly high Levels to effectively mimic absolutes or can work with the Game Master to create Unique Attributes that function outside the normal scale.

HIGH LEVELS

Though it may break the character Level benchmarks (page 27) and be quite costly, assigning Attributes and Enhancements at extremely high Levels can mimic absolutes. For example, assigning the Penetrating Enhancement 10 times means the Weapon can cut through a 100 Armour Rating – not quite "cut through any armour", but pretty close. Would Level 12, 15, or 20 align with the player's concept better? Similarly, Force Field Level 15 stops 150 damage – not quite "stops all damage", but it can stop a Tomahawk missile. Or would the Force Field need to be Level 20 or 25? Of course, what happens to the desire for absolutes when the "cut through any Force Field Weapon" meets the "Force Field that blocks any attack"?

CREATE A UNIQUE ATTRIBUTE

The GM may allow the player to create a Unique Attribute to represent an absolute effect instead. For example, a Unique Attribute "Never Misses" might cost 10, 15, or 20 Character Points and ensures the character always hits when firing ranged weapons. This solution is more elegant than assigning outrageously high Attribute Levels, but bends the Absolute Power rules in a way they weren't meant to go (and could create game balance issues).

EXPANDED DAMAGE RULES

These alternate damage rules add additional realism to the game, but also increase complexity. They are certainly suitable for dramatic and heroic games, since it is a common genre element for a hero to be knocked out by a relatively minor blow – only to wake moments later, captured but otherwise largely uninjured. Likewise, many famous superheroes have risked blood loss while performing heroic actions or simply talking to their loved ones after a battle. These rules have been designed with that sort of drama in mind.

Since they do add some extra bookkeeping, though, GMs who want a fast-playing game should not use them – especially if their players are happy simply to role-play reactions to injury.

SHOCK

If a character suffers more damage from a single attack than their Shock Value (page 194), they must make an Average (TN 12) Soul Stat roll. If the damage exceeds twice the target's Shock Value, they must make a Challenging (TN 18) Soul Stat roll.

If the character fails their roll by a margin equal to their Soul Stat or less, the character is shocked and stunned, reeling from the blow or other injury. They will let go of anything held, and if precariously balanced (such as on a ledge), they may fall. It takes a general action to recover from being stunned. Until the character recovers, they can do nothing except defend.

If the character fails by a margin greater than their Soul Stat, the character is immediately rendered unconscious. Without intervention, the character will remain unconscious for a number of rounds equal to the 8 minus the character's Body Stat (minimum of one round).

KNOCKOUT

If a character fails their Soul Stat roll by any margin during a Shock roll (as above), and the damage inflicted is Stun damage (page 135), the character is immediately rendered unconscious. Without intervention, the character will remain unconscious for a number of rounds equal to the 8 minus the character's Body Stat (minimum one round).

Characters suffering Stun damage from an attacker possessing the Blackout Combat Technique (page 192) suffer a minor obstacle to their Soul Stat roll during such Shock checks.

REGULAR TO STUN DAMAGE

Weapons with the Stun Enhancement (page 135) and unarmed strikes only inflict nonlethal Stun damage. As dramatically appropriate, the GM may allow characters to suffer a major obstacle on their attack rolls to ensure their normal Weapon attacks inflict Stun damage as well, instead of regular lethal damage. Perhaps the character hits with the flat of their blade or with a blunt object, though this choice may not be appropriate for all weapon types.

SERIOUS INJURY

A character that suffers more damage than their Shock Value from an attack that breaks the skin (such as the damage from a bullet, knife, arrow, grenade fragment, etc.) has taken a serious injury – whether the character successfully makes the associated Soul Stat roll or not.

A character who suffers a serious injury loses one additional Health Point every round (or every minute, if out of combat) until given successful healing or first aid (often requiring an appropriate Skill roll). Just stopping the bleeding through first aid is not enough, however – it only slows the loss of Health Points. A seriously injured character that has undergone successful first aid will lose one Health Point every 10 minutes instead until they undergo successful surgery. Thus, a character who is badly hurt might die because of shock and internal injuries before they can be stabilised. A character may suffer multiple consecutive serious injuries as well; if so, each injury must be treated separately, and Health Point losses are cumulative.

CATASTROPHIC DAMAGE

If a character loses as many or more Health Points as their normal maximum Health Points from a single injury, they must make an Average Soul Stat roll (TN 12). If this roll fails, the character dies immediately (or is dying, at the GM's option), even if their Health Points have not yet reached the negative value death threshold (page 185).

If an Item suffers a similar fate, it is automatically destroyed unless it's in the owning character's sphere of control (page 177). In this circumstance, the character may make an Average Soul Stat roll (TN 12) to prevent the Item's destruction.

WOUND DIFFICULTY PENALTIES

The Game Master may wish to assign difficulty penalties to characters who have been badly injured, whether from combat damage, environmental conditions, or deprivation of life-sustaining essentials. When the character's Health Points are reduced to half their normal maximum, all their rolls suffer minor obstacles. If the character's Health Point total drops to less than their Shock Value (normally one-fifth the original Health Point maximum), all their rolls suffer major obstacles.

PAIN AND HEALTH POINTS

Health Points have been abstracted in Absolute Power and are normally only decreased as a result of Weapon attacks, environmental damage, and special non-combat situations. It's also possible, though, to inflict Health Point damage that results from bodily pain due to less obvious injuries, such as pinched nerves, overexertion, suboptimal organ function, and more.

The amount of Health Point damage that the pain inflicts each hour depends on its severity, ranging from 1-5 for minor pain to 6-10 for major pain to 11-20 for excruciating pain. Pain damage usually recovers at the Stun damage rate (page 186) but under some circumstances may be treated as normal damage.

IMMEDIATE EXECUTIONS

Some players and GMs believe it's important that a game system allows for one-shot kills of restrained human (or non-powered) foes. Here's the way Absolute Power approaches this scenario.

SHORT RESOLUTION

The fast way to handle this is to use a rule that states, "if a character targets an opponent who is unconscious, restrained, or otherwise unable to defend themselves, the target is automatically killed." This guideline works well for more realistic superpowered campaigns.

LONG RESOLUTION

Even if you don't use that simple rule, though, the current game mechanics make such executions easy to do when implementing optional rules.

Since the target is restrained or unconscious, the attacker is making an unopposed attack roll against a Target Number of 0 (page 180). If the attacker aims or waits for an opening for two rounds (major edge; page 176), makes a total attack (major edge; page 205), and makes a called shot to a vital spot (major obstacle; page 205), the net attack roll gains a major edge and any Health Points lost are doubled.

If the character has an Attack Combat Value of 8 and hedges their major edge for a value of 9 (page 173), the total roll result is 17 and the margin of success is 17 (since the attack is made against a TN 0) – a critical hit! Since the target is restrained or unconscious, the final critical hit attack damage is tripled with the major margin of success of 17 (page 208).

A medium pistol (effective Weapon Level 3) in the hands of an attacker with a Damage Multiplier of 5 will inflict a total of 90 damage:

» Level 3 Weapon x 5 Damage Multiplier = 15 damage

» 15 damage x 3 for critical hit = 45 damage

» 45 damage x 2 for vital spot = 90 damage

90 damage will kill an average person with 40 Health Points, dropping them to -50 Health Points. Even if the target is exceptionally tough and has more than 90 Health Points, 90 damage certainly exceeds twice the target's Shock Value and will thus force them to make a Challenging (TN 18) Soul Stat roll (page 170). Success is unlikely, which causes the target to go into shock and succumb quickly from Health Point loss from a serious injury (left column). And even if a single attack won't kill a resilient target, unloading an entire clip into their body probably will!

CONCLUSION

One-shot executions of normal people are indeed possible in Absolute Power if you want a more deadly game. How you choose to resolve the conflict is up to you. Superpowered metahumans, though – well, that's a different story.

VARIABLE DAMAGE

Some Game Masters and players may prefer variable attack damage, rather than having damage that is always a fixed value for specific attacks – which is the default way damage is delivered in Absolute Power. Six options are presented herein, grouped into two categories: Modifying the Damage Multiplier and Modifying the Total Damage. If the game uses critical hit rules as well (page 208), they apply as normal.

MODIFYING THE DAMAGE MULTIPLIER

Every character has a fixed Damage Multiplier of 5 (page 59), unless modified by the Massive Damage Attribute (page 92) or Reduced Damage Defect (page 160). Alternative damage options increase or decrease that value for a successful attack as follows:

BASED ON MARGIN OF SUCCESS

The attacker's Damage Multiplier varies according to the attack's margin of success – the difference between the total attack roll and the total defence roll:

- -2 Damage Multiplier for a slim margin of success (tie: succeed by 0)
- -1 Damage Multiplier for a slight margin of success (1 or 2)
- No change to the Damage Multiplier for a moderate margin of success (3, 4, or 5)
- +1 Damage Multiplier for a significant margin of success (6-11)
- +2 Damage Multiplier for a major margin of success (12 or more)

BASED ON ATTACK ROLL

The attacker's Damage Multiplier varies according to the result of the attack roll – the actual dice roll value, not the total result after the Attack Combat Value and modifiers are added:

- -2 Damage Multiplier for an attack roll of 2-3
- -1 Damage Multiplier for an attack roll of 4-5
- No change to the Damage Multiplier for an attack roll of 6-8
- +1 Damage Multiplier for an attack roll of 9-10
- +2 Damage Multiplier for an attack roll of 11-12

BASED ON SECOND DAMAGE ROLL

To determine damage, a second dice roll is made after a successful attack. The attacker's Damage Multiplier varies according to the result of the second damage roll:

- -2 Damage Multiplier for a damage roll of 2-3
- -1 Damage Multiplier for a damage roll of 4-5
- No change to the Damage Multiplier for a damage roll of 6-8
- +1 Damage Multiplier for a damage roll of 9-10
- +2 Damage Multiplier for a damage roll of 11-12

MODIFYING THE TOTAL DAMAGE

The total damage inflicted by a successful attack may be modified directly as well, by determining a percentage of damage (rounded down). For example, if an attack delivers 24 damage total, a result of 25% of that damage equals 6 (24 x 25%); a result of 100% of that damage equals 24 (24 x 100%); a result of 150% of that damage equals 36 (24 x 150%); etc. These alternative damage options increase or decrease the total damage as follows:

BASED ON MARGIN OF SUCCESS

The attacker's total damage varies according to the attack's margin of success – the difference between the total attack roll and the total defence roll:

- 25% for a slim margin of success (tie: succeed by 0)
- 50% for a slight margin of success (1 or 2)
- 100% for a moderate margin of success (3, 4, or 5)
- 125% for a significant margin of success (6-11)
- 150% for a major margin of success (12 or more)

BASED ON ATTACK ROLL

The attacker's total damage varies according to the result of the attack roll – the actual dice value:

- 25% for an attack roll of 2-3
- 50% for an attack roll of 4-5
- 100% for an attack roll of 6-8
- 125% for an attack roll of 9-10
- 150% for an attack roll of 11-12

BASED ON SECOND DAMAGE ROLL

To determine damage, a second dice roll is made after a successful attack. The attacker's total damage varies according to the result of the second damage roll:

- 25% for a damage roll of 2-3
- 50% for a damage roll of 4-5
- 100% for a damage roll of 6-8
- 125% for a damage roll of 9-10
- 150% for a damage roll of 11-12

DAMAGE IN SILVER AGE SENTINELS

Attack damage in the Absolute Power's RPG progenitor, Silver Age Sentinels, was calculated using a variation of this final method: a second 2d10 dice roll determined the impact of the attack.

- 100% for a damage roll of 2-5
- 75% for a damage roll of 6-10
- 50% for a damage roll of 11-16
- 25% for a damage roll of 17-20

This method is largely preserved in Absolute Power, though the range was increased to cover 125% and 150% and the dice roll changed from 2d10 (since d10s were used in SAS to 2d6.

PUSHING YOUR POWERS

To encourage players to develop their characters through role-playing, superpowered characters may push themselves beyond their normal abilities, sometimes exerting their Attributes beyond their normal limits and other times pushing them in ways they have never done before.

Any time the character wishes to push their Attributes, the player spends one unused Advancement Point and attempts a relevant Stat roll against an Average (TN 12), Difficult (TN 15) or Challenging (TN 18) task (GM's discretion), while suffering a major obstacle on the roll. If the roll is successful, the character has pushed their abilities beyond their normal limits, which could include: increasing an Attribute's effect by 1 Level, accomplishing a new, yet related power with an Attribute, or whatever else the GM deems appropriate. The GM may permit the character to spend more than one Advancement Point to push an Attribute even further, such as by 2 or more Levels. The spent Advancement Point should be recorded because it counts toward the future cost of purchasing the new Attribute, whether successful or not.

> *A player character with the Superspeed Attribute wants to push their speed to the limit to vibrate through a wall – something they have never done before. The GM sees this as a reasonable advancement of the character's ability and assigns the upcoming Body Stat roll a Challenging (TN 18) rating for the attempt.*
>
> *The character has 3 unused Advancement Points and allocates one of them to the future acquisition of the Change State Attribute – the means by which superspeed achieves an incorporeal state. If the TN 18 Body Stat roll is unsuccessful, the character would have failed in the attempt and may suffer some sort of mishap, such as taking damage. After all, pushing yourself can be risky! Even if the character fails to push an ability, the Advancement Point is still allocated to the future acquisition cost of Change State, since a failure can still teach a character something – even if its only what not to do the next time.*

Though characters can normally only push their Attributes, GMs may allow characters to push their Stats under special circumstances as well (with the Advancement Point allocated to a future Stat increase). Additionally, if a character attempts to repeatedly push their Attributes in the same way – such as the example character pushing their Superspeed Attribute to accelerate their metabolism and induce regenerative healing – the GM may reduce or remove the major obstacle (or turn it into a minor or major edge) after each successful attempt until enough Advancement Points are spent to fully acquire the new Attribute Levels. This continuously increasing dice roll bonus represents the stunts becoming easier as the character gets used to pushing their abilities in specific ways.

BORROWING FUTURE POINTS

If the character doesn't have any unused Advancement Points available to spend on pushing powers, the GM may allow them to take a loan against Advancement Points that will be allocated to the character at some time in the future.

FREE ONE-TIME PUSHES

Rather than requiring the allocation of Advancement Points towards future Attribute acquisitions, the GM may allow characters to get away with pushing their powers for rare and one-time dramatic situations without Points costs.

Alternatively, rather than giving the characters free rides, the GM may categorise pushing powers as a type of dramatic feat (page 186) that burns Energy Points. In these situations, the recommended cost is 30-50 Energy Points for normal pushes or 50-100 Energy Points for extraordinary pushes.

SOCIAL COMBAT

In many RPGs, social interactions are resolved either through role-playing or by making one or more relevant Skill rolls (using Skill domains like diplomacy, subterfuge, charm, bluff, etc.). These techniques also apply in Absolute Power games and are well suited for many different types and styles of adventures.

Should your gaming group desire a more mechanistic approach to social interactions, though, this section provides guidelines for a form of social combat. Role-playing interactions are still a vital component of social combat, of course; the guidelines presented here serve as a companion to the role-playing dynamics.

THE SOCIAL BATTLEFIELD

Once one player character or NPC decides to engage in social combat with another person, a battle of charm and wit begins. If the opponent decides to ignore the social aggressor or otherwise not engage in such combat, the instigator automatically wins (see page 219) – pretending the conflict doesn't exist won't normally make the situation go away.

Once the social sparring begins, the GM should consider the following categories to determine which social combatant has the upper hand in each of them.

WHICH CHARACTER HAS....

- More societal privilege?
- A higher Body Stat value?
- More Features (Appearance) Attribute assignments?
- Greater wealth or valuable assets?
- A higher Connected Attribute relevant to the combat?
- The greater number of nearby supportive allies?
- The moral high ground in that social situation?
- Fewer combined public social and physical Defects?
- Access to better or more powerful special abilities (such as magic, psionics, technology, metahuman powers, etc.)?
- Relevant secret knowledge or advanced preparation before the sparring that can influence the outcome?

TOTAL SOCIAL ROLL MODIFIERS

For each of these 10 categories that can influence the social combat, the GM determines the advantage that one participant has over their opponent. For each character, total the number of minor and major edges they gain on their respective social combat rolls. Then using the guidelines for multiple edges and obstacles (page 172), cancel out the opposed edges from each character until only one participant has any remaining combat roll modifiers. As indicated on page 173, spillover edges beyond one major edge allow dice re-rolls.

NO ADVANTAGE

The characters are approximately equal and therefore neither gains a combat roll modifier.

SIGNIFICANT ADVANTAGE

One participant slightly outmatches their opponent in the category, and gains a minor edge on their social combat roll.

OVERWHELMING ADVANTAGE

One participant unquestionably outmatches their opponent in the category, and gains a major edge on their social combat roll.

The player character is a publicly known street-level hero who patrols and protects residents of several Empire City neighbourhoods. They approach a black market firearms dealer NPC nemesis at a fancy Matthews GenTech cocktail party fundraiser. The hero wants to publicly embarrass the firearms dealer by highlighting recent shipment failures to the neighbourhoods. With a drink in hand for dramatic support, the insults fly and social combat between the two participants begins.

As the player and GM role-play the confrontation and exchange barbs on behalf of their characters, the GM examines the 10 categories that may influence the social combat outcome and determines which participant has the advantage in each category. The comparison breaks down as follows:

The protector is more physically impressive, gaining minor edges for both Body Stat and Appearance, plus a major edge for having the moral high ground. The dealer is better Connected throughout the local gangs (major edge), has an abundance of ally enforcers nearby at the cocktail party (major edge), and has slightly more wealth (minor edge). In the other four categories, the combatants are roughly equal.

After converting the protector's two minor edges to the equivalent of one major edge, and then cancelling the two major edges on each side, the final social combat modifier results in one minor edge for the dealer.

Now, the conflict moves onto dice rolls.

OPPOSED SOCIAL COMBAT ROLLS

Once the net edge advantage for the participants has been determined, they both make an opposed social combat roll. Each roll adds together a character's Social Combat Value, relevant Skill Group Level, and dice roll result.

Total Roll = Dice Roll + Social Combat Value + relevant Skill Group Level + modifiers

Any edges gained by the dominant character are applied to the opposed roll. The participant with the greater total combat roll damages their opponent's Society Points, with ties re-rolled or resolved otherwise.

The protector has a Social Combat Value of 5 and Social Skill Group Level 3. If they roll a 10 on two dice, their final social combat roll total equals 18 and is compared to the dealer's social combat roll. The dealer has a 6 Social Combat Value but no relevant social Skills. After applying the minor edge, the dice produce a result of 6 – generating a final social combat roll total of 12. The hero's initial social combat attack was on point with a significant margin of success (+6).

SOCIAL DAMAGE

A successful social combat engagement inflicts damage that is deducted from the target's current remaining Society Point total. The number of points deducted depends on the margin of success of the victor's social attack roll, as outlined in Table 5.

Since the protector scored a significant margin of success (+6), the dealer's Society Points are reduced by 3 and thus drop from 7 to 4.

MULTIPLE SOCIAL ROUNDS

After the first social combat round, sparring typically continues over multiple additional rounds until one participant's Society Points is reduced to zero or below. This provides excellent role-playing opportunities between social combat rounds, as participating player characters and NPCs exchange barbs and describe the battle narrative to set the scene.

Normally, attempting to exit the combat early by ignoring the opponent or otherwise not engaging with the aggressor immediately drops the exiting character's Society Points to zero. Once social combat begins, withdrawing without losing face is extremely difficult.

Should both participants mutually decide to not engage in any further rounds of social combat – perhaps due to a distraction, time limit on their interaction, mercy on behalf of the dominant social assailant, etc. – the battle ends immediately, and the characters' current Society Point totals remain as they are.

FLOW OF SOCIAL TIME

Unlike regular physical conflict that operates over a 3-4 second rounds, social combat typically unfolds across larger timeframes to provide opportunities for substantial sparring engagements. Depending on the circumstances of the conflict, social combat rounds can range in length from 30 seconds to an hour or more.

9-5: SOCIAL DAMAGE

MARGIN OF SUCCESS	MARGIN DESCRIPTION	DAMAGE INFLICTED
1-2	Slight Success	1
3-5	Moderate Success	2
6-11	Significant Success	3
12-17	Major Success	4
18-23	Extreme Success	5
24+	Monstrous Success	6

SOCIAL DEFEAT

Once a character's Society Points drop to zero in social combat, they have been defeated in the war of words and suffer an outcome appropriate to the situation. This can include: a loss of face and humiliation, bypassed business opportunities, shame and embarrassment, obstacles on future rolls (Stat, Skill, Initiative, attack, or defence), reduced social standing, a gain of a temporary social Defect, and more.

BENEFITS TO THE VICTOR

The victor of the social combat may conversely gain benefits from defeating their opponent, including: new business opportunities, temporary edges on future rolls (Stat, Skill Initiative, attack, or defence), enhanced social standing, rising romantic opportunities, and more. The GM should work with any impacted player characters to determine an appropriate reward for a social victory.

MULTIPLE SOCIAL COMBATANTS

These social combat rules were written for sparring matches between two individuals, but they can be modified to guide social battles waged between several participants as well. In these situations, the GM can either determine the results of character pairing separately (i.e. two characters face off against each other directly, like a round-robin tournament style), or can examine the 10 categories across all social combatants. The GM determines the modifiers that impact the total social combat rolls for each participant after comparison with all others, and then has each character make a social combat roll.

The character with the highest total roll wins that particular social combat round. Each other participant has lost, and each suffers Society Point damage according to their compared roll margins versus the round victor.

SOCIAL RECOVERY

Society Points are normally returned to characters at the rate of one per hour. This regeneration rate can be modified by favourable or unfortunate circumstances, as appropriate for the adventure narrative.

SANITY ROLLS

Whenever a player character is confronted by a traumatic experience or otherwise perceives an odd event that challenges their understanding of reality – whether that understanding is accurate or not – the GM may ask for a Sanity roll. Similar to a Stat roll, the success of a Sanity roll is determined by rolling two dice and then adding the average (rounded down) of the character's Mind and Soul Stats. The result is the total roll, which is compared to an appropriate Target Number (page 169) to determine if the task was successful.

CONSIDERATION FOR SKILLS

The GM may allow certain optional individual Skills (page 194) to apply to the Sanity roll when reasonable – such as the Cultural Arts, Occult, or Religion Skills, depending on the potential traumatic encounter – which parallels the game mechanics of a Skill roll (page 170).

SETTING THE TARGET NUMBER

GMs should assign Target Numbers for Sanity rolls based on how traumatic the situation would be for the character. Consult Table 9-6 when determining the appropriate Target Numbers. Encounters with TN less than 12 are typically not sufficiently traumatic to require a Sanity roll.

CONSEQUENCES OF FAILURE

A successful Sanity roll produces no effect, indicating that the character has processed and come to terms with their confronted trauma. A failed roll may cause the character to freeze, attack wildly, or run away (a traditional fight-or-flight response), and may also reduce the character's current number of Sanity Points by 0-4, as indicated in Table 9-6.

REPEATED EXPOSURE

Characters can become desensitised to shocking and traumatic situations with repeated exposure, as they adjust to their personal realities and the horrors of the world. Subsequent similar encounters that require a Sanity roll – such as witnessing a second gruesome murder or facing (yet another) summoned demon – are made at one rank lower on the Target Number scale. For example, a severely traumatic event has a TN 21 the first time, with highly similar subsequent events reducing to TN 18 (majorly traumatic), then TN 15 (moderately traumatic) then TN 12 (mildly traumatic). Horrific trauma that is sufficiently different than earlier encounters still requires a Sanity roll with normal Target Numbers, though.

SANITY EFFECTS

Once a character's Sanity Points are reduced to 5 or lower, their mind starts fracturing from the traumatic pressure, and their hold on reality begins to slip away. Table 9-7: Sanity Spirals presents suggested game effects through which a character suffers at low Sanity Point values. Since many of the effects of sanity loss are not strictly defined, role-playing opportunities abound for the players and GMs as the character tries to navigate their altered reality. Characters that reach zero Sanity Points are effectively unplayable, since they do not interact with the world meaningfully.

RECOVERING SANITY POINTS

Sanity Points do not normally recover on their own without intervention on behalf of the character, which helps them understand and come to terms with their experienced trauma. Situations that might increase a character's Sanity Points by 1 or 2 ranks can include:

- Therapeutic counselling
- Reassurance/attention from a friend or loved one
- Self-guided healing, which may include reading, research, meditation, reframing, reflection, etc.
- Mind-altering interference (such as Mind Control; page 96)
- Supernatural healing or other paranormal powers
- Divine or otherworldly intervention
- Pharmaceuticals, both legal and illicit
- Surgical procedures

9-6: SANITY ROLLS

MAGNITUDE OF TRAUMA	TARGET NUMBER (TN)	SANITY POINT REDUCTION WITH FAILURE	SITUATIONAL EXAMPLES
Insufficiently Traumatic	Below 12	–	A frightening event, but not one that challenges reality
Mildly Traumatic	12	0	Slight phobia; a terrifying encounter that induces fight-or-flight
Moderately Traumatic	15	1	Moderate phobia; discovering a dead body; shocking knowledge
Majorly Traumatic	18	2	Major phobia; witnessing horrific violence; forbidden knowledge
Severely Traumatic	21	3	Encountering minor horror; frightening paranormal event
Catastrophically Traumatic	24	4	Encountering major horror; experiencing soul possession

9-7: SANITY SPIRALS

SANITY POINTS REMAINING	SUGGESTED GAME EFFECTS
5	Minor hallucinations; mild paranoia
4	Minor obstacles on all dice rolls
3	Major hallucinations; major paranoia
2	Major obstacles on all dice rolls
1	Dissociation; loss of ability to speak
0	Catatonic; broken mind

NPC MORALE

Although players are nearly always the sole arbiters concerning their characters' actions, NPCs under the guidance of the Game Master may instead be subject to the will of the dice. This is particularly true during combat encounters, since NPCs may flee from battle or surrender to their opponents – especially if their side is suffering casualties in combat, or their side is generally not performing well (particularly after their leader has fallen). In these situations, the GM may ask the players to make a morale roll for their allies (or may make the roll themselves, when appropriate), which is a variation on a Stat roll (page 170). In most circumstances, an Average (TN 12) or Difficult (TN 15) task applies when checking for morale, as appropriate for the situation.

SOUL STAT FOR MORALE CHECKS

There are compelling reasons to use the Soul Stat when making morale rolls, since it represents willpower, determination, and spirit. In specific situations, alternate Stats may be more appropriate – or an average of two or three Stats could be used – though the base choice should be the Soul Stat.

Only significant NPCs check morale individually. Hoards of combatants, such as an army of monsters or aliens, or a mob of angry citizens, use an average Soul Stat for the entire group and check morale as a single, large unit.

WHEN TO CHECK FOR MORALE

Individual NPCs, as well as groups of combatants fighting together, should make morale rolls during critical combat situations. The situations that would trigger the need to check morale vary whether the NPC is fighting alone or a group is battling as part of a larger combat force. Suggested times to check morale are listed below:

NPC IS FIGHTING ALONE

- The NPC first suffers combat damage
- NPC is reduced to 50% of their normal Health Point maximum
- NPC fails a Stat roll relating to their Shock Value (page 194)

GROUP OF COMBATANTS ARE BATTLING

- First significant death within the group
- Death or capture of the group's leader or commander
- First use of an opponent's terrifying Weapon or ability
- Cumulative reduction of the group's forces by 50% through injury, death, or other incapacitation

MODIFIERS TO MORALE ROLLS

Edges and obstacles can apply to morale rolls for both individual NPCs as well as larger combat forces. Suggested circumstances include:

- Minor edge if the combat group is larger or more powerful than their opponent's group; minor obstacle if it is smaller
- Minor edge if the combat group or individual is currently winning the battle; minor obstacle if losing
- Minor obstacle if the combat group is treated poorly or receives low pay/rewards; major obstacle if the group is treated terribly or receives no pay/rewards
- Minor or major edge, as appropriate, if the combat group or individual is defending something important to them (such as children or loved one, a home, or an important element needed for survival such as food)
- Minor or major edge, as appropriate, if the personal consequences for failure in battle or for fleeing/surrendering are severe (such as torturous punishment from a malicious Haud commander that oversees the battling alien horde)
- Major edge if the opponent was seen previously refusing to accept an offer of surrender, and then struck down the surrendering individual or group

CONSEQUENCES OF FAILURE

A successful morale roll results in no effect, indicating that the individual NPC or large fighting force has the fortitude to continue the battle. Should the morale roll fail, the individual or group will freeze, retreat, flee, or surrender, as most appropriate for the combat situation. For example, a mob of agitated city residents will likely break and flee in random, unorganised directions upon failing a morale check. Conversely, a well-disciplined army of elite soldiers may negotiate favourable terms of surrender should they fail a morale roll.

PLAYER CHARACTER MORALE

Player characters do not make morale checks. Instead, the GM describes the battle environment in narrative detail, which helps evoke appropriate role-playing emotions. Through these interactions, the players will both comprehend and feel the stresses under which their superhero operates and then decide upon their character's actions appropriately.

MASS COMBAT

Absolute Power was designed as a role-playing game – not a miniatures game, nor war game, nor board game. Although the system provides a mechanistic framework to handle skirmish-level conflicts between characters, much of the drama and flavour that accompanies combat is rooted in descriptive role-playing elements. Large-scale battles between armies is certainly an important aspect of many superhero adventures, and this section explores several options that gaming groups can use as appropriate.

NARRATIVE DECISIONS

The easiest way to address mass combat is to relegate it to the larger storyline of the campaign. The GM guides the pacing of the adventure to focus on the important player character-NPC combat interactions – such as dramatic sword fights between hero and villain enemies, or metahuman sorcerer battles between leaders of opposing armies – and then determines the outcome of the larger mass battles as best fits the story. The GM describes in detail the combat flow and outcome on the battlefield without any need for dice rolls or a game mechanics system. This descriptive method for resolving mass combat is quick, decisive, and impactful, which is perhaps ideal for story-driven adventures but may be unsatisfying for groups that prefer more mechanistic crunch to their military encounters.

ONE-ROLL RESOLUTION

Large combats can alternatively be resolved with a single roll between participants of the opposing armies that takes numerous factors into account that would reasonably influence a large-scale battle. Examine the following considerations that would oversee mass combat with one efficient roll.

WHICH ARMY HAS....

- Fighters with higher combined Combat Values (both Attack and Defence)?
- Fighters with higher average Health Points?
- More soldiers amongst its ranks?
- Better weapons, armour, and support equipment?
- The terrain or fortification advantage?
- More fighters capable of making ranged attacks?
- More mounted/cavalry units?
- Access to better or more powerful special abilities (such as magic, psionics, technology, metahuman powers, etc.)?
- Relevant secret knowledge or advanced preparation before the battle that can influence the outcome?
- Player characters or NPCs leaders that significantly impact the battle in an army's favour?

TOTAL COMBAT ROLL MODIFIERS

For each of these 10 categories that can influence the mass battle, the GM determines the advantage that one army has over its opponent. For each army, total the number of minor and major edges it gains on its respective combat rolls. Then using the guidelines for multiple edges and obstacles (page 172), cancel out the opposed edges from each army until only one army has any remaining combat roll modifiers.

NO ADVANTAGE

The armies are approximately equal and therefore neither army gains a combat roll modifier.

SIGNIFICANT ADVANTAGE

One army slightly outmatches its opponent in the category, and gains a minor edge on its mass combat roll.

OVERWHELMING ADVANTAGE

One army unquestionably outmatches its opponent in the category, and gains a major edge on its mass combat roll.

A mass battle has erupted between a tribe of superpowered desert nomads and an invading horde of transdimensional energy beings. The nomads have enlisted the player characters as allies to repel invaders.

Before combat begins, the GM talks with the players to understand their actions and roles in the coming mass battle. They then examine the 10 categories that may influence the combat outcome, determining which army has the advantage in each category. The tally gains the nomads' two minor edges and two major edges, and the energy beings four major edges (the armies are tied in two categories). After converting the nomad's two minor edges to one equivalent major edge, and then cancelling three major edges on each side, the final combat modifier results in one major edge for the dominant transdimensional invaders.

FINAL OPPOSED ROLL

The outcome of the battle is determined by one opposed roll made by each army leader. Each roll adds together a leader's two Combat Values, Military Skill Group Level, and dice roll.

Total Roll = Dice Roll + Attack Combat Value +
Defence Combat Value +
Military or comparable Skill Group Level

Any edges gain by the dominant army are applied to the opposed roll. The army with the greater total roll is victorious, with ties re-rolled or resolved otherwise.

The player character general has an ACV 8, DCV 6, and Military Skill Group Level 2. If they roll an 8 on two dice, the nomads' final mass combat total roll equals 24 and is compared to the invading leader's total roll (remembering to apply a major edge to the roll).

USING MULTIPLE ROLLS INSTEAD

If the GM wants to prolong the drama of a mass battle scene and perhaps turn it into the focus of an entire game session, they can instead require one army to win two, three, or more opposed combat rolls. Between each roll, the GM should allow the players to influence the narrative of the combat story by describing the mid-battle scene and the opportunities for meaningful character interactions that arise.

FLOW OF COMBAT TIME

Unlike regular skirmish-level conflict that operates within a timeframe of 3-4 second combat rounds, mass combat unfolds across a much larger time scale. Each application of mass battle is different and there isn't a set rule to indicate precisely how long a combat lasts. The GM is encouraged to select a reasonable time scale for the battle, which considers the size of the armies on the field (dozens? hundreds? thousands? millions? more?) as well as the scope of their conflict (minor conflict, major battle, or epic campaign?). Suggested time scales include:

- Hours for small battles of minor scope
- Days for small battles of major scope
- Weeks for large battles of minor scope
- Months for large battles of major scope
- Seasons for epic battles of major scope
- Years for legendary battles of primal scope

MARGIN OF COMBAT SUCCESS

The GM may also decide to have the dice roll margin of success during the armies' opposed combat rolls impact the length of time that the mass battle endures. The margin of success (see page 169) is the difference between the winning army's and defeated army's total rolls.

- **Slight Success:** Battle drags on dramatically
- **Moderate Success:** Time increased considerably
- **Significant Success:** Time scale as anticipated
- **Major Success:** Time decreased considerably
- **Extreme Success:** Battle ends quickly
- **Monstrous Success:** Battle ends nearly immediately

MULTIPLE ARMIES

These mass engagement rules were written for the typical combat with two opposing armies, but they can be extrapolated for battles waged on multiple fronts between numerous armies as well. In these situations, the GM can either determine the results of each army pairing separately (i.e. like a round-robin tournament style), or can examine the 10 categories across all armies. They can determine the modifiers that impact the total combat rolls for each individual army, and then have each army make one roll to determine the victor.

CHARACTER CREATION OPTIONS

If your gaming group is seeking additional customisation during character creation, consider these additional options.

ALTERNATE STAT COSTS

Stats normally cost a flat 2 Character Points for each value assigned, but there are several alternative costing options you can use in your game instead. It's important to keep in mind that changing Stat costs may unbalance the rest of character creation assumptions slightly, since the Level costs of Attributes and Defects were assigned with the 2 Points/Stat costs in mind.

FREE, THEN FIVE

To create a scenario where low-level characters are the norm and more powerful characters are costly, Stat Values of 1 through 4 can be assigned for free. Values of 5 and higher cost 5 Character Points each instead of only 2. This alternative results in Stat values up to 7 costing approximately the same or less than the normal cost, with Stat values 8 and above costing more.

BRACKET COSTS

Stats could cost varying amounts in brackets, with Stat values 1-4 costing 1 Point each, values 5-8 costing 3 each, 9-12 costing 5 each, values 13-16 costing 7 each, and values 17 and above costing 9 each. These brackets encourage low- to mid-ranged Stats (costing the same or less than the normal costs), while raising the costs and discouraging higher Stat values.

TRIPLE OVER BENCHMARKS

Stats could also cost the normal 2 per value when they are at or below the maximum benchmark values for your campaign's power level (see Table 2-2: Character Benchmarks, page 27), but cost triple the amount at 6 Points for each value above the benchmarks.

ALTERNATE ATTRIBUTE COSTS

The Level cost of Absolute Power Attributes normally remains constant, regardless of the campaign power level. Players and the GM could instead jointly agree that the cost of the Attributes would be doubled or tripled if their Levels exceed the recommended benchmarks for your assigned power level (see page 27). In this circumstance, the benchmarks are not ceilings that restrict character options, but rather are costing thresholds to manage high-Level Attributes.

For example, Attributes in a game of moderate power (75-99 Character Points) are at their normal per Level cost for Levels 1-5, while Attributes in a game of major power (150-199 Character Points) are at their normal per Level cost for Levels 1-8. This cost would be doubled or tripled when assigning Attributes at Levels 6+ in moderate-powered games or Levels 9+ in major-powered games.

9-8: FIXED LEVEL ASSIGNMENTS

	NUMBER OF ATTRIBUTES AT INDICATED LEVEL										NUMBER OF DEFECTS AT INDICATED RANK		
POWER LEVEL	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10+**	**1**	**2**	**3**
Sub-Human (0-24)	2	1									1	1	
Human (25-49)	2	1	1								1	2	
Minor (50-74)	2	2	1	1							1	1	1
Moderate (75-99)	2	2	2		1						2	1	1
Average (100-149)	3	2	2	1		1					2	2	1
Major (150-199)	3	3	2	1	1		1				2	2	1
Extreme (200-249)	4	3	3	2	2	1		1			2	2	2
Legendary (250-299)	4	3	3	2	2	2	1	1	1		2	2	2
Godlike (300+)	5	4	4	3	3	3	2	2	1	1	2	2	2

FIXED ATTRIBUTE AND DEFECT LEVELS

Rather than each player being assigned a specific number of Character Points with which to create their character (according to the game's power levels; see page 26), they could instead be provided with a set of Level guidelines to assist in ability allocation to their characters. Consequently, players would construct their character ideas from a specific number of Level 1 Attributes, a different number of Level 2 Attributes, etc. The selection of which specific Attributes are assigned would be up to the individual players, with restrictions or guidelines proved by the GM as desired. When considering the impact of Enhancements and Limiters, the Level allocations would usually apply to the effective Attribute Levels and not their actual Levels.

This alternate character-building process may result in a lack of Character Point balance between characters – since the Level cost varies between Attributes – but does speed up their creation since it removes the need for tracking Character Point allocations in detail. The selection of Defects could follow a similar procedure as well, with fewer concerns about Character Point balance – since the range of Points returned between different Defects is small. Table 9-8 provides suggestions for fixed Attribute and Defect Level assignments at each of the eight campaign power levels.

For example, in a game of moderate power level (75-99 Character Points), a player would assign to their character seven Attributes total (two at Level 1, two at Level 2, two at Level 3, and 1 at Level 5 – regardless of their cost per Level) plus four Defects (two at Rank 1, one at Rank 2, and one at Rank 3 – regardless whether they are lesser, greater, or serious Defects).

MIN/MAXING

Since the first Tri-Stat System game (BESM First Edition), it has been possible to min/max the system. That is, focus the majority of Character Points on a small pool of Stats and Attributes to create the most optimised and unbalanced character possible. The resulting character can be excessively powerful in certain ways (such as a particular Stat, or in combat, or with a specific Attribute) and incredibly weak in other areas.

This is not inherently a problem with Tri-Stat or with any point-buy system. Focussed or specialised characters are common in many comic series, and naturally, Absolute Power can emulate this. Rather, the challenge lies in the perspective of the players who believe that the goal of role-playing adventures is to "win" – when rather the enjoyment from playing, and not the success at a scenario, is the actual winning condition.

DIFFICULTIES MIN/MAXING CREATES

The GM may encounter challenges with min/maxed characters when building adventures since they can unbalance the game somewhat. It can be stressful creating a game challenge that provides engagement with all characters relatively equally if one or more of the characters is exceedingly adept or incompetent at the task. This obviously applies to combats – when one character is massively more capable at fighting – but also applies to any Stat or Attribute, such as a genius character with an 18 Mind or a hulking hero with Level 10 Superstrength. Fortunately, the benchmarks guidelines (page 27) help avoid wildly divergent abilities.

BALANCE IS A MYTH

Alternatively, the game group can take the position that balance is a myth and optimised characters provide excellent role-playing opportunities. When the combat expert needs to diplomatically talk their way out of a confrontation, or the puppet master needs to turn off their mind control and trust the stranger before them – that's where the role-playing takes over, and everyone wins.

BALANCING HIT-AND-RUN MANOEUVRES

Speedsters and fast flyers like Slipstream and Sentinel are well known (and often feared) for zipping towards an opponent, striking them as they pass by, and then almost immediately moving out of range of a melee counter-attack. Even if the speedster lacks the ability to get out of range of an opponent's ranged attacks, they can usually run behind objects to move out of the opponent's line of sight. Although this type of attack is common in the heroic comic genre, it can create some game balance issues during combat; hitting someone without any chance of being hit back may seem unfair.

When a character performs a hit-and-run manoeuvre, they may be subject to all of the optional movement-related attack modifiers (see Table 9-12, page 227). Additionally, the fast-moving character can only be counter-attacked if the target has a ranged attack (assuming the speedster is still within range and line of sight) or if the target had previously held an action, awaiting the speedster's hit-and-run manoeuvre. A speedster with Extra Actions shouldn't be allowed to perform all of their attacks on one Initiative if GMs allow hit-and-runs. Instead, the extra attacks should be spread over the round (see page 213).

Seemingly, the only reliable defence against a hit-and-run manoeuvre involves holding an action (page 204) in anticipation of the attack. A readied opponent can make a counter-attack against a speedster just as they arrive within melee range, before the speedster makes their attack roll. Since fast characters frequently have the highest Initiative in combat, a defender may need to hold their action for an entire round to ensure they are ready for a potential hit-and-run the following round. If their speedster opponent also has Extra Actions and will loop around from their hit-and-run to make another attack on a lower Initiative, the defender may not need to hold their action until the following round.

Rapid characters – both heroes and villains – who have Extra Actions are brutally effective when making hit-and-run attacks.

9-9: DEFENCE ROLL MODIFIERS - COMBINED

DEFENDER IS IN THE FOLLOWING COMBAT SITUATIONS – BASE	DEFENCE ROLL
Using a total attack action	Major Obstacle
Using a total defence action	Major Edge
Surprised and unaware of the incoming attack	Cannot Defend
Surprised and made aware of the incoming attack at the last moment	Minor or Major Obstacle
Using a shield with one assignment of the Potent Enhancement	Minor Edge
Using a shield with two assignments of the Potent Enhancement	Major Edge
Taking cover – partially concealed (bush, rocks, fog, etc.)	Minor Edge
Taking cover – mostly concealed (tree, building, smoke, etc.)	Major Edge
Attacker is invisible (using the Undetectable: Sight Attribute)	Minor Obstacle
Defender knows they are being attacked by an Inconspicuous Weapon	Minor Obstacle
Defender is attacked by a Weapon with the Quake Enhancement	Major Edge
Defender is attacked by a Weapon with the Spreading Enhancement	Minor Obstacle
Victim of a Tangle Weapon is attempting movement-related activities	Major Obstacle

DEFENDER IS IN THE FOLLOWING COMBAT SITUATIONS – OPTIONAL	DEFENCE ROLL
Defending against a second or third attack in the same round	Minor Obstacle
Defending against a fourth or later attack in the same round	Major Obstacle
Has the Flanking Defence Combat Technique Attribute	Reduce Defence Obstacles
Using a defence action to protect a nearby ally	Minor Obstacle
Throwing themselves in front of an attack to protect a nearby ally	Minor Edge (cancels above obstacle)
Health Points have been reduced to less than half their original value	Minor Obstacle
Health Points have been reduced to less than the character's Shock Value	Major Obstacle
Defending against a successful combined attack from two or three opponents	Minor Obstacle
Defending against a successful combined attack from four or more opponents	Major Obstacle

9-10: ATTACK ROLL MODIFIERS - BASE

WEAPON ENHANCEMENTS AND LIMITERS	ATTACK ROLL	DEFENCE ROLL
One assignment of the Accurate Enhancement	Minor Edge	
Two assignments of the Accurate Enhancement	Major Edge	
One assignment of the Homing Enhancement	Minor Edge	
Two assignments of the Homing Enhancement	Major Edge	
One assignment of the Flexible Enhancement for special manoeuvres	Major Obstacle	
Two assignments of the Flexible Enhancement for special manoeuvres	Minor Obstacle	
Three assignments of the Flexible Enhancement for special manoeuvres	No Modifier	
Using the Indirect Enhancement to target an opponent	Minor Obstacle	
One assignment of the Inaccurate Limiter	Minor Obstacle	
Two assignments of the Inaccurate Limiter	Major Obstacle	
Attacking the projectile from a Weapon with the Stoppable Limiter	Major Obstacle	

ATTACKER IS IN THE FOLLOWING COMBAT SITUATIONS	ATTACK ROLL	DEFENCE ROLL
Has aimed a ranged weapon for one round	Minor Edge	
Has aimed a ranged weapon for two or more rounds	Major Edge	
In melee range, and has been waiting for an opening for one round	Minor Edge	
In melee range, and has been waiting for an opening for two or more rounds	Major Edge	
Only attempting to touch the target	Minor Edge	
Throwing an unbalanced melee weapon	Major Obstacle	
In melee combat against an opponent who is Undetectable to sight	Minor Obstacle	
In ranged combat against opponent who is Undetectable to sight	Major Obstacle	

9-11: GRAPPLING ROLL MODIFIERS

CHARACTER IS IN THE FOLLOWING GRAPPLING SITUATIONS	ATTACK OR DEFENCE ROLL
Has one, two, or three more free hands than their opponent	Major Edge
Has four or more free hands than their opponent	Major Edge
Has been successfully grabbed and is trying to attack or defend	Minor Obstacle
Has been successfully grabbed and is making a non-attack action	Major Obstacle
Is much stronger than their opponent	Reduce Grappling Obstacles
Is much weaker than their opponent	Increase Grappling Obstacles
Is grabbing or has been grabbed and attempts to bite	Minor Obstacle
Is fighting from the ground or from prone position	Minor Obstacle
Is disarming opponent who is holding their weapon with one hand	Minor Obstacle
Is disarming opponent who is holding their weapon with two+ hands	Major Obstacle

9-12: ATTACK ROLL MODIFIERS – OPTIONAL

ATTACKER IS ATTEMPTING A CALLED SHOT	ATTACK ROLL	DEFENCE ROLL
To disarm using a melee attack	Minor Obstacle	
To disarm using a ranged attack	Major Obstacle	
To reduce armour by half	Minor Obstacle	
To bypass armour completely	Major Obstacle	
To knock out an opponent with Stun damage	Minor Obstacle	
Targetting a vital spot	Major Obstacle	
Targetting a large Weak Point or large specific location	Minor Obstacle	
Targetting a small Weak Point or small specific location	Major Obstacle	
Targetting a tiny Weak Point or tiny specific location	Major Obstacle	Minor Edge

ATTACKER IS IN THE FOLLOWING COMBAT SITUATIONS	ATTACK ROLL	DEFENCE ROLL
Making a total attack manoeuvre	Major Edge	
Attacking the same target with two weapons at once	Minor Obstacle	
Attacking two different targets with two weapons at once	Major Obstacle	

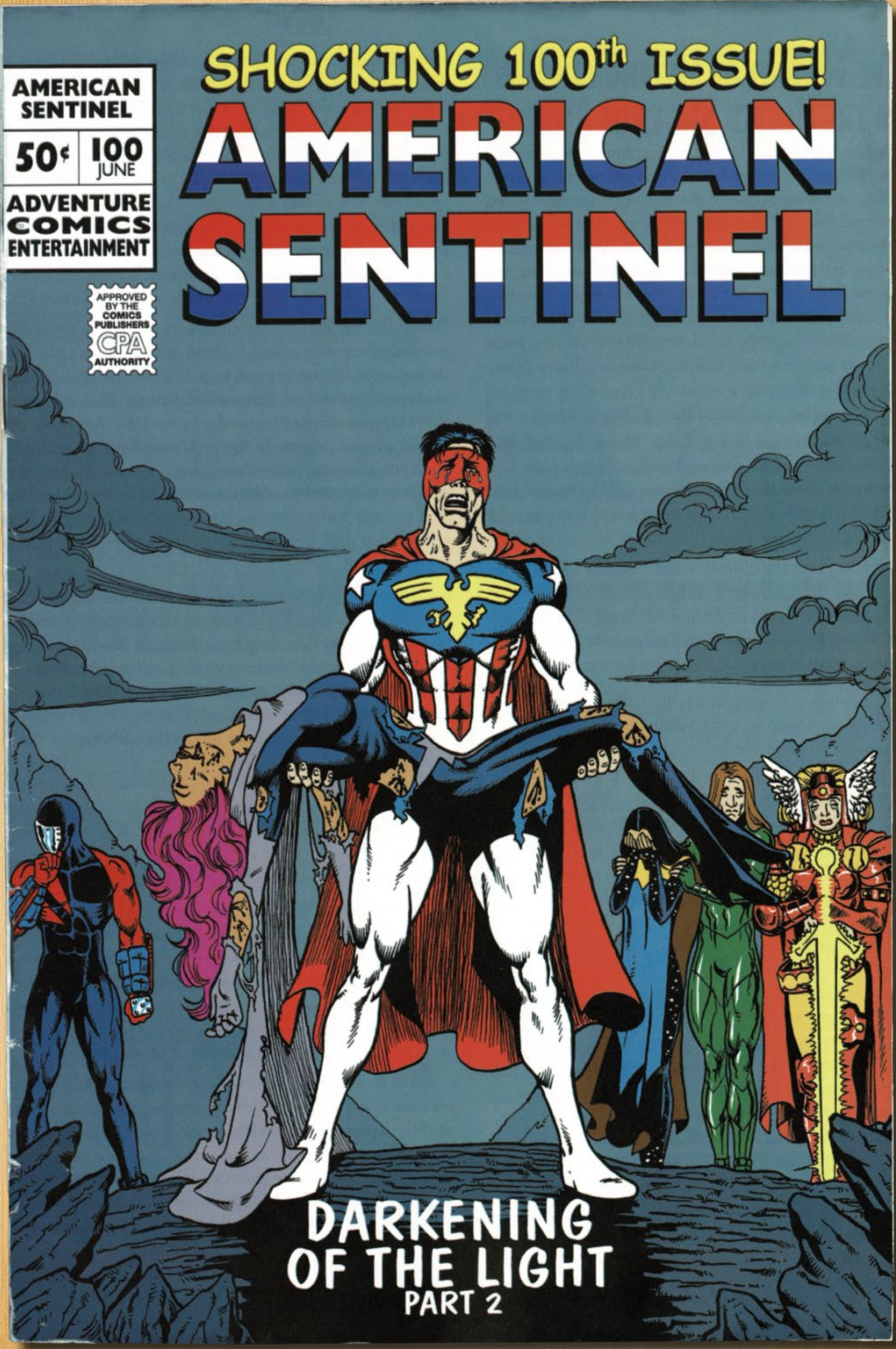
ATTACKING MULTIPLE TARGETS WITH ONE ATTACK	ATTACK ROLL	DEFENCE ROLL
Two targets	Minor Obstacle	
Three targets	Major Obstacle	
Four targets	Major Obstacle	Minor Edge
Five targets (or possibly more)	Major Obstacle	Major Edge

ATTACKER IS MOVING	ATTACK ROLL	DEFENCE ROLL
Walking/jogging speed (up to 1.5 kph x Body Stat), or up to 25% of their top speed	No Modifier	
Running speed (2 kph x Body Stat), or 25-50% of their top speed	Minor Obstacle	
Sprinting speed (4-5 kph x Body Stat), or 50-100% of their top speed	Major Obstacle	
Swimming or crawling slowly (0.5 kph x Body Stat)	Minor Obstacle	
Swimming or crawling quickly (1 kph x Body Stat)	Major Obstacle	
Making a ranged attack while a passenger in a fast-moving vehicle	Minor Obstacle	
Making a ranged attack while driving a fast-moving vehicle	Major Obstacle	
Making a ranged attack while mounted and moving quickly	Major Obstacle	

TARGET IS MOVING	ATTACK ROLL	DEFENCE ROLL
Up to 50 kph	No Modifier	
50-100 kph	Minor Obstacle	
100-250 kph	Major Obstacle	
250-1,000 kph	Major Obstacle	Minor Edge
Faster than 1,000 kph	Major Obstacle	Major Edge

ATTACKER IS MAKING A RANGED ATTACK	ATTACK ROLL	DEFENCE ROLL
Within the Weapon's effective range	No Modifier	
Within the Weapon's intermediate range	Minor Obstacle	
Within Weapon's remote range	Major Obstacle	
Beyond Weapon's remote range	Major Obstacle	Major Edge

ATTACKER IS COMBINING ATTACKS WITH OTHERS	ATTACK ROLL	DEFENCE ROLL
Two or three characters are combining	Minor Obstacle	
Four or more characters are combining	Major Obstacle	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DARKENING OF THE LIGHT
PART 2

CHAPTER 10

ITEMS AND GEAR

What would a superhero game be without the impossible weapons, sleek vehicles, powered armour, wondrous artefacts, and high-tech toys that so many characters wield in their adventures?

This chapter provides further context for the Item Attribute (page 91), which you may have assigned to your character during their creation. You will find a wide range of example Items across the power spectrum that can either be used as they are or used as templates to assist you in creating a plethora of weapons and vehicles for use in your game. Of course, these listed examples are not exhaustive since the Item Attribute is limited only by your imagination; many real-world variations exist for the generic weapons and equipment provided herein. Just remember that getting the right feel for your Items is more important than ensuring the Point costs are perfect.

CREATING ITEMS

When designing an Item for your character, there are numerous guidelines you need to consider. Since your vision for your Item may be different from the GM's vision, it is important to discuss the Item specifics with them during their creation to ensure you are on the same page in advance of your adventures.

POINT COSTS

Absolute Power is an effects-based system. This means that if one character has a high-calibre pistol and their opponent can fire an equally damaging energy bolt out of their hands, it would make sense that both characters should pay the same Character Point cost for the ability to inflict equivalent damage on their enemies. Items can be lost, though. They also tend to be somewhat obvious and are not always available to their owners. As a result, Items cost half as many Character Points as an equivalent amount of abilities built into the character to account for the inherent disadvantages they impose.

SHARED ITEMS

The GM may allow a group of characters to own a single important Item – for example, a giant robot, battleship, satellite base, street vehicle, or unique artefact – in common and evenly split the Character Points among themselves. Companions (page 74) may not contribute to the shared Item costs. Record a shared Item in a character's description and clearly indicate their ownership share and Character Point cost (for example, "one-sixth of the UNION Pulse Carrier Primrose").

ITEM HEALTH POINTS

An Item's Health Points are equivalent to its Armour Rating, which in turn is determined by its material composition. In other words, hard and tough Items (i.e. high Armour Ratings) are also quite durable and able to withstand significant damage (i.e. high Health Points). Usually, an Item's Health Points do not play a role in adventures, but can be useful should you want to track damage to objects (see Breaking Items, page 264). Dramatic, narrative damage to objects and background buildings/landscapes can maintain story immersion better than tracking detailed minutia.

DESTROYING INDESTRUCTIBLE ITEMS

Complete invulnerability to physical harm can be represented by Level 10 of the Immunity Attribute (page 89), which would typically be assigned the Object Limiter (page 148) three or four times. An Item with an extremely high Immunity Level should rarely have multiple Immutable Attribute Levels assigned as well, unless the Item also has Defects that opponents can exploit to circumvent the defences (such as with the Nullify Attribute).

Of course, a player who has invested their character's Points to make an Item unbreakable has elevated that Item to a fundamental aspect of the character's concept. The Item's destruction should be an exceptional and dramatic occurrence, only managed by enemies or artefacts of overwhelming power. The loss of such a noteworthy Item should be driven by the adventure narrative, and it should have a specific purpose; most often, to prove that the character is far more than a mere Item – even a legendary one.

ITEM DEFECTS

Defects associated with an Item usually only affect the character if they are using it (considered the "normal use" for the Item). For example, if a gas mask restricts peripheral vision and is assigned one Rank of the Sensory Impairment Defect at -3 Points, the character's vision is only impaired while they are wearing the mask. Additionally, Defects that are implied by the Item's status as an inanimate object – such as Impaired Manipulation, Impaired Speech, Marked, Owned, Physical Impairment, Sensory Impairment, etc. – should not be assigned unless they indicate specific deficiencies. For example, a rickety spaceship with instruments that sometimes fail to work properly might have the Physical Impairment Defect. Items that grant power-related Attributes, such as Dynamic Powers, can also have Defects like Vulnerability that prevent the use of those Attributes.

NAKED ENHANCEMENTS AND THE FEATURES ATTRIBUTE

You can design some Items with only Enhancements – usually Weapon Attribute Enhancements (page 130), but others can also be used with GM permission. For example, a gun scope has an Accurate Enhancement that makes it easier to hit targets, while a vibration amplification system could add the Area Enhancement to Attributes that function through the use of sound waves. Such "naked" Enhancements are part of the Features Attribute (page 82).

MUNDANE ITEMS

Mundane Items are Items that are so unimportant, everyday, or ubiquitous for the purpose of an adventure that the GM decides that they are free (i.e. cost no Character Points to acquire). In our own world, things like clothes, televisions, wristwatches, smartphones, family homes, etc. can be classed as mundane Items. This decision is largely based on use. A car could be classed as a mundane Item for one character (who primarily uses it as a minor background detail) but an actual Item for another character (who uses it all the time during critical game moments). The GM may instead decide that some Items are best acquired through the Gear (page 86) or Features (page 82) Attributes instead of being free – though only a single such Attribute Level at a cost of 1 Point may be considered free anyway, once the Point cost is halved as part of the Item Attribute (since it is rounded down).

CHARACTER POINT PROTECTION RULE

All Items benefit from the Character Point protection rule, while mundane Items do not. Character Point protection means that if an Item is important enough to cost Character Points, it is part of the character's concept. The GM should ensure the Item is replaced within the next game session if the Item is lost, stolen, or broken (provided this will not upset the logic of the story). Mundane Items do not benefit from this replacement guideline, and they may be taken from the characters as appropriate. Players may use Character Points to acquire otherwise mundane Items should they wish to benefit from such Point protection if the mundane Items are important to the character's concept.

TEMPORARY ITEMS

Although characters are expected to pay Character Points to acquire Items they use on a regular basis, it would be unrealistic for a character to be prohibited from picking up an opponent's dropped sword or gun and attacking them with it. Similarly, if the character finds themselves in sudden need of something simple and commercially available, they can often run into a store (or perhaps to a black market contact) and buy it.

As a campaign guideline, characters should stick with the Items to which they have allocated Character Points. If players seem to be abusing the spirit of this rule regulating temporary character Items, GMs may insist that any earned advancement Character Points (Book Two, page 65) be applied to acquiring Items that the characters use regularly. GMs should note that Character Points spent on Gear, Connected, and Wealth are appropriate reasons to retain any readily available Items, like the aforementioned dropped weapon, as long as players do not use this rule to permanently remove Items owned by other characters.

The Wealth Attribute presents a unique challenge in this regard, since the Attribute's purpose is to reflect the character's easy access to a wide selection of gear and equipment. Moderation and dramatic logic are key to successfully integrating Wealth into adventures.

ITEMS VS. GEAR

While superhero campaigns can, in theory, be set during any time period in any society, the majority take place in two basic settings – the modern world and amongst the stars. For a modern campaign, whether something should be purchased as Gear rather than an Item is a simple question: can someone buy and/or create the object easily in our world? If the answer is yes, then it should be available as Gear or through similar Attributes like Connected, Wealth, or Features. Super-technology or magical wonders that surpass modern equipment should always be Items.

Players and GMs should take note that the Character Point protection rule does not apply equally to all such equipment. Anything acquired with the Item Attribute may be subject to temporary damage or loss, though most instances will be limited to a short absence. Of course, the reason for an Item's half-price cost reduction is that they can be stolen or disabled, so temporary issues can arise when faced with cunning or powerful foes.

Equipment acquired with the Gear Attribute has the second greatest level of protection. Gear is equipment with realistic advantages and limitations. If a character has also purchased the Combat Techniques Concealment and/or Portable Armoury, the character's versions of the equipment might be smaller (like Caliburn's miniature smoke clusters) but they will have identical utility. Gear is vulnerable to superpowers like Telekinesis or Transmute, and can be damaged in combat with more ease than Items, but their ubiquity makes them easy to replace as well. Equipment that is legally restricted to military or police forces should require some level of Connected in addition to Gear, unless the character already has the Wanted Defect in relation to the local government.

Equipment created or assembled from material components through the use of Dynamic Powers or Power Flux falls into the Gear level of protection. An appropriate sphere of influence for Dynamic Powers may allow for rapid reassembly of any damaged item. For example, Slipstream uses both his Extra Actions and Quick-Tech category for Dynamic Powers to rapidly assemble or reconfigure equipment as needed during an encounter. Similarly, Power Flux permits any object created through its use to be rebuilt within minutes – barring any Limiters placed on either Attribute – which is an important character element of Artificer.

Combining the Connected Attribute with the Gear Attribute can justify the deployment of almost any equipment available, depending on the organisation. Connected, Wealth, and Features provide the least Item protection without the Gear Attribute. While they still offer some plot defence to various equipment, the GM can make bases, vehicles, and especially weapons unavailable if their absence advances the story. Olympian Tower in Empire City is almost never threatened, but when the Haud and Fairshadow invaded Earth in 2005 and 2020 respectively, they were able to deny the Guard their home's protection. Enemies do not destroy Mercury Jets every time the Guard deploys, but no insurance company on Earth will cover them. Slipstream has learned to stop borrowing Coil Rifles from Wardenclyffe, given how soon villains destroy them after his acquisitions.

Given the right resources and skills, characters could build Items without paying Points for them. Unless this advances the plot, as with the case for a single-use device intended to thwart a villain's master plan, such objects prove extremely fragile when confronted with the adventure plot. As frustrating as this may be for players, it is the bane of every supervillain. Kreuzritter has rebuilt the Magma Cannon six times since World War II; each version destroyed before he could fire it more than twice. Mister Matthews turns out god-beasts by the dozen – with most contained by the government or Ascension Institute within hours of their deployment. Janus crafts deathtraps on a regular basis only to watch superheroes tear them apart.

Advanced game settings offer hyper-technology equipment options, including blasters, personal force fields, and starships. One set of options, canonical to Sentinel-Earth, is provided as a set of examples for interstellar civilisation later in the chapter. Members of all major space-faring societies in Sentinel-Earth's Milky Way can purchase that technology as Gear if playing in an appropriate adventure. In narratives based on Earth, limited access might be permissible for characters who acquire authority in such organisations through Connected. GMs can naturally revoke membership to a resource network if a character abuses it.

BASES OF OPERATION

Characters can also acquire a non-mobile headquarters as an Item, though this isn't recommended unless the characters' team will gain significant benefit from it during adventures. Technically, superteam headquarters do have a Point cost. Characters like Mister Matthews and members of the Guard pay for these Points through Connected and Wealth. A superteam's base need not cost anything beyond those Attributes. If the team does not have either Connected or Wealth (like the Untouchables), then they will have to make do with whatever they can find (like the beat-up minibus White Hat calls the Puzzle Box).

For wealthier or better-connected heroes, a stationary base of operations is a convenient background element. In most cases, it is simply not useful enough during adventures for Game Masters to insist on spending Character Points to have one. A base is there for heroes to feel safe when they are making plans or hanging out, and for them to feel threatened when their most terrible foes penetrate their defences and ravage their homes.

HYBRID EQUIPMENT

It is possible to combine a device purchased as an Item with equipment purchased as Gear. In such cases, the overall piece of equipment has the protection of Gear, but the Item portion should usually remain secure, to be restored when replacement Gear becomes available. This should be a rare occurrence, involving an Item that enhances Gear rather than vice-versa. The Sabaean Throne Guard provides a Sentinel-Earth example, with an enhancement harness fixed to ceramic armour. If the armour is disabled, the harness and wings are unusable until the armour can be replaced.

KREUZRITTER

EQUIPMENT MODIFICATIONS

Nearly any Weapon Item, vehicle, or equipment can be modified with accessories and customisations, either dynamically as needed on adventures or in the shop before an outing. Gaming groups can approach these mods in several ways, depending on the utility benefits that the customisations provide.

Mods that offer substantial benefits are best acquired with Points through the Item or Gear Attributes to maintain balance between characters. This could be expressed through an assignment of Features as a naked Enhancement (costing 2 Points; see page 83) when appropriate, or could instead be a Unique Attribute. Mods that provide bonuses to attack or defence rolls or to Damage Multipliers – whether a dice roll edge (page 172) or fixed number – or those that provide benefits that approach other Attributes (such as increased range or speeds, or other special abilities) usually fall into this category.

More limited mods that provide minor benefits may best be considered as single Features or as 1 Point Unique Attributes. This category is often associated with a bonus utility that reflects a fraction or portion of an Attribute Level. For example, a sharp-edge modification to a sword that adds +1 or +2 damage is a fractional benefit compared to +1 Level of the Damage Multiplier Attribute. Similarly, an engine rebuild that increases the top speed of a sports car (Level 6 Ground Speed @ 500 kph) by +50 to +100 kph is a fractional benefit compared to an extra Ground Speed Level (an increase from 500 kph to 1,000 kph).

Finally, mods that provide insignificant benefits, or mods that have balanced benefits and drawbacks, may not require any Point assignments at all because their primary function is for narrative and descriptive purposes. For example, a snubnose firearm that is easier to conceal but is less accurate would fall under this category because the mod doesn't offer a significant net benefit. Similarly, converting 25% of a vehicle's cargo space to hidden compartments isn't a substantial mod.

MEET ALICE

Alice tested the handcuffs Slipstream used to restrain her. *Jammed locks? Really?* she wondered, not bothering to hide her smirk. It was part of the plan, after all. "You didn't even ask what my safe word is," she mock-pouted, striding towards him with slow, deliberate steps. In the distance, Fomor earned his pay, keeping Caliburn occupied.

"How about 'I'll turn state's evidence,' Alice?" Ema'Ge sighed, eyes tight. "Why do you even care about some Congresswoman's briefcase, anyway?" He held up the offending case. Alice half-expected him to give it a little shake for emphasis, but he had enough self-respect not to do something that absurd.

Alice rolled her eyes, stalking closer. Ema'Ge took a half-step back, giving away so much that she did not even need her telepathy. "Let's just say that a certain furry prat pays well enough to get even me to play with politicians."

That distracted Slip almost as much as she did. "Matthews," Ema'Ge hissed, looking away.

"Oy," Alice cut in, only mostly pretending to be annoyed, "my lips are down here." That returned Slip's attention to her, most notably the lips that were a breath's away from his. "And did I say 'Matthews?' Here I thought we could have a few moments to ourselves."

Ema'Ge swallowed, eyes wide. "I can't," he breathed. "You're under arrest, Alice. Please…" his jaw tightened the way it always did when he fought licking his lips. "… you made it clear last time that you're not going to change. I don't want to hurt you."

"You won't," she whispered, leaning in. Slip glanced at Caliburn, but predictably did not stir as she moved in for the kiss.

And the kill.

Taking to the air just enough to plant the kiss on Slip's cheek, Alice unjammed the locks with her telekinesis, freed herself, and cuffed Ema'Ge's hands. That surprised him enough that it loosened his grip on the case. She snatched it from Slip's hand with a physical grasp, then laughed as she ran towards the roof's edge.

Ema'Ge was so shocked that the world's fastest being froze, staring at her with his hands still cuffed. Alice winked and tossed him a salute. *I'll have to make it up to him another time – when we're alone again.*

Then she leaped from the rooftop, riding a telekinetic cushion down the building side. Once she was three stories down, Alice threw open a window with her mind, one she had made sure would be unlocked. Darting in, she closed it again, then pressed herself against the ceiling.

It was another two seconds before Slipstream ran straight down, past where she had escaped. Alice's pout was real, this time. *Oh. I must have distracted him too well.* She considered getting his attention back, just for the fun of eluding him again.

Shaking her head, Alice floated towards her prepared bolthole. *Best not to antagonise another Rook. Even if it is Sammy boy. Time to get paid.*

WEAPONS

The Weapons listed in this chapter are described briefly so that players may either assign them to their characters directly or use them as templates when creating other similar Weapons. For example, by simply increasing the Weapon Level (and thus damage) of a longsword, it is possible to create various magic or high-tech swords, or simply swords made from more durable and damaging materials.

SPLASH WEAPONS

Acid: A flask of acid can be thrown at opponents, damaging the target and those in the vicinity (and often equipment as well).

Boiling Oil (Barrel): Boiling oil was most frequently used historically in the defence of a fortification by pouring it onto aggressors that get too close to the fortress walls. It is deadly painful and thus extremely effective.

Molotov Cocktail: A crude explosive made by filling a glass bottle with flammable liquid (usually gasoline) and fitting a rag wick in the neck. The wick is lit before throwing, and the liquid bursts into flames when the bottle shatters upon impact.

ARCHAIC MELEE WEAPONS

Battleaxe: This is a heavy, broad-headed axe that can be wielded with one hand. Most are single-bladed, but double-bladed axes are not uncommon.

Bokken: A martial arts wooden practise sword.

Caltrops: Caltrops resemble large metal game jacks with sharpened points on the ends of their arms rather than balls. They are essentially multi-pronged iron spikes designed so that one point is always facing up. A character can scatter them on the ground so enemies will step on them or are at least forced to slow down to avoid them.

Club: A wooden or metal club, such as a bat, lead pipe, etc.

Garrotte Wire: A length of wire (or sometimes chain or rope) used to strangle someone.

Gauntlet, Spiked: This is a metal glove strategically adorned with assorted spikes and blades. A character using a spiked gauntlet cannot normally be disarmed.

Greatsword: This is a large sword that can only be wielded with two hands – unless the character is much larger than the normal Medium size.

Katana: The Japanese equivalent to the longsword.

Knife or Dagger: A short, bladed weapon with a pointed end.

Lance, Tournament: This light lance is designed specifically for tournament jousts and inflicts temporary stunning damage instead of regular damage. Typically four to five metres long, it consequently cannot be used against an adjacent foe.

Lance, War: This is a long spear designed for attacking from horseback. They are typically three to five metres in length (i.e. cannot be used against an adjacent foe), made of ash wood, banded with metal against splitting, and tipped with a steel point.

Longaxe: This is a two-handed version of a battleaxe. It often has a spiked head.

Longsword: Also known as a broadsword or simply a sword, this is a one-metre blade set into a hilt.

Mace: A club topped with a flanged metal head used to crush armour.

Maul: A heavy, long-handled warhammer.

Morningstar Flail: This is a spiked metal ball connected to a rod by a length of chain.

Nunchaku: A martial arts weapon made from two short shafts connected together with a short chain or rope.

Polearm: A long two-handed spear with a great reach. A polearm ends in a variety of sharp ends and is thus called many different names: bardiche, fauchard, glave, guisarme, halberd, longspear, partisan, pike, ranseur, spetum, voulge, etc.

Quarterstaff: A staff made from a length of wood or metal.

Sap: This is a short, flexible shaft made from or wrapped in a non-lethal material, primarily used to stun opponents or knock them unconscious.

Scythe: While it resembles the standard farm implement of the same name, this two-handed scythe is somewhat smaller. The design of the scythe focuses force on the sharp point, as well as allowing devastating slashes with the blade edge.

Shield (Bash): Although not designed as an offensive weapon, a shield can inflict solid damage when bashing someone in combat.

Shortsword: Shortswords are roughly a half-metre in length and primarily designed for thrusting. This sword is popular as an off-hand weapon when using two weapons.

Spear: A simple weapon consisting of a long shaft with a sharpened tip (most often of iron), favoured by pre-firearm militias and guards.

Sword, Bastard: A bastard sword has a larger blade and a more elongated grip than a longsword. This allows for a second hand to be used easily when swinging it for more accuracy and power.

Wakizashi: The Japanese equivalent to the shortsword, often paired with a katana.

Warhammer: This is a one-metre shaft topped by a metal head with a spike on one side and a blunt hammer on the other.

Weighted Chain: A heavy ball or weight at the end of a long thin chain. By holding the unweighted end, a character can swing the chain rapidly above their head to deliver a crushing blow when it strikes the enemy. Alternatively, the chain can be used to entangle limbs or disarm an opponent. Used improperly, it can be dangerous to the wielder.

Whip: The standard whip consists of a long, flexible thong (usually leather) attached to a handle. Although the whip is held in the hand, it can strike distances slightly farther than Range 1 (up to 3-5 metres). It's a favourite weapon of bad girls, sadistic villains, and swashbuckling archaeologists.

Wooden Stake: The favourite weapon of vampire slayers, this pointy wooden shaft is dangerous to anyone.

10-1A: WEAPONS

UNARMED ATTACKS	LEVEL	ENHANCEMENTS	LIMITERS	POINTS	COST
Normal Punch or Kick	0	Stun	Non-Penetrating 1	-	-
+ Brass Knuckles	1 (0)	Potent 2	Non-Penetrating 1	2	1
+ Brutal 1 Combat Technique	1	Stun	Non-Penetrating 1	-	-
+ Spiked Gauntlet	1	Potent	Non-Penetrating 1	2	1

SPLASH	LEVEL	ENHANCEMENTS	LIMITERS	POINTS	COST
Acid (Flask)	5 (2)	Area 1, Contact 2, Continuing 3, Range 2	Ammo 4, Inaccurate	10	5
Boiling Oil (Barrel)	3	Area 2, Contact 2, Continuing 5	Activation 2, Ammo 4, Assisted 1, Inaccurate, Hands	6	3
Molotov Cocktail	2 (1)	Area 2, Continuing 3, Range 2	Activation 1, Ammo 4, Inaccurate	4	2

ARCHAIC MELEE	LEVEL	ENHANCEMENTS	LIMITERS	POINTS	COST
Battleaxe	3	-	-	6	3
Bastard Sword (One-Hand)	3	-	-	6	3
Bastard Sword (Two-Hands)	3	Accurate	Hands	6	3
Bokken (Wooden Sword)	2	-	-	4	2
Caltrops (Bag)	1	Area 1, Trap	Non-Penetrating 2	2	1
Club	2	-	-	4	2
Garrotte Wire	1 (5)	-	Hands, Non-Penetrating 3	2	1
Greatsword	4 (5)	-	Hands	8	4
Katana	3	-	-	6	3
Knife or Dagger	1	-	-	2	1
Lance, Tournament	1 (2)	Reach	Non-Penetrating 1, Unreliable	2	4
Lance, War	5 (3)	Penetrating 1, Reach	-	10	5
Longaxe	3 (4)	-	Hands	6	3
Longsword	3	-	-	6	3
Mace, Heavy	3	-	-	6	3
Mace, Light	2	-	-	4	2
Maul	3 (4)	-	Hands	6	3
Morningstar Flail	3	-	-	6	3
Nunchaku	2 (1)	Flexible	-	4	2
Polearm	3	Reach	Hands	6	3
Quarterstaff	1 (3)	-	Hands, Non-Penetrating 1	2	1
Sap	2	Stun	Non-Penetrating 1	4	2
Scythe	3 (4)	-	Hands	6	3
Shield (Bash)	1 (2)	-	Inaccurate	-	-
Shortsword	2	-	-	4	2
Spear	2	-	-	4	2
Wakizashi	2	-	-	4	2
Warhammer	3	-	-	6	3
Weighted Chain	1 (2)	Flexible	Backlash, Inaccurate	2	1
Whip	2 (1)	Flexible, Range 1	Non-Penetrating 1	4	2
Wooden Stake	1	Potent 1	Non-Penetrating 1	2	1

ARCHAIC RANGED WEAPONS

Arrows: A straight and slender shaft with a pointed tip on one end and stabilising vanes on the other, typically fired from a bow. An arrow can be used as an improvised melee weapon as well (see Knife, page 234).

Axe, Throwing: A short axe similar to a hatchet but designed primarily to chop armour and flesh rather than wood. They are balanced well for throwing but are not the most accurate weapon. Of course, they can be used in melee engagements as well.

Blowgun: A long tube or reed used to blow a dart at a foe. Commonly used by primitive hunters and classic ninja. The dart is often tipped with poison to either kill or render unconscious.

Bolas: A throwing weapon consisting of heavy balls at the ends of three or four connected cords or chains, typically used to entangle animals and fleeing opponents.

Bolts, Crossbow: Similar to an arrow, these shafts are shorter and designed to be fired from a crossbow. A crossbow bolt can be used as an improvised melee weapon as well (see Knife, page 234).

Bullets, Sling: Bullets are metal spheres (typically forged from steel, iron, or lead) that are similar to stones of the same size but significantly heavier.

Crossbow: A crossbow is a bow affixed to a wooden stock to aid in the firing accuracy. It is drawn by turning a winch (heavy), pulling a lever (light), or simply pulling it back (hand).

Lasso: This loop in a rope is thrown around an enemy, tightening when it is pulled.

Longbow: A two-handed ranged weapon that fires arrows.

Longbow, Double-Curved: Beautiful and deadly double-curved longbows are made from laminated horn, wood, bone, plastic, or composite materials. Unlike the normal longbow, a character can add the damage bonus from Superstrength when using a double-curved.

Net: A webbing, usually made of rope or metal strands, that is designed to tangle and control opponents. Fighting nets have small barbs in the weave as well to tear flesh. Nets are thrown ranged weapons but can only be used against very close opponents (and thus, it has a Range 0).

Rock or Object: A rock weapon can be used to represent any large and bulky thrown object, whether it is made of stone or not, such as furniture, construction materials, vehicles, and more.

Shortbow: A two-handed weapon used to fire arrows.

Shuriken: Often termed “throwing stars”, the word shuriken actually means “hidden hand blade”. Thus, any thrown object small enough to conceal in the palm is classified as a shuriken. Their design ranges from stars to triangles to needles or darts. Attackers usually carry dozens of them at a time and sometimes tip them with poison.

Sling: The sling is a looped strap used to hurl metal bullets or stones. While neither as easy to use as the crossbow nor as powerful as a bow, it is cheap and easy to improvise from common materials.

ARCHAIC SIEGE WEAPONS

Ballista: A projectile siege engine similar to a massive crossbow that uses torsion springs made of horsehair, animal sinew, or advanced fibres to launch large bolts.

Bolts, Ballista: More like a spear than an arrow or crossbow bolt, these large, sharpened shafts are designed to be fired from a ballista. A ballista bolt may also be used as an improvised spear (see Spear, page 234).

Catapult: A projectile siege engine that utilises counterweights to propel huge stones or flaming pitch at opponents. In addition to specially prepared loads, a catapult can also launch more improvised ammunition such as diseased bodies.

Ram: A heavy shaft - either made from a tree limb or trunk, or cast from metal - primarily used to batter down doors and walls. They require several people to gain sufficient momentum to inflict damage.

CONVENTIONAL MELEE WEAPONS

Battle Yo-Yo: A favourite weapon of young undercover cops and assassins, this consists of a yo-yo with a heavy metal weight concealed within.

Chainsaw: A portable power saw, with teeth linked together to form a rotating chain.

Machete: A hacking blade about half a metre long that is used to cut through thick underbrush.

Pepper Spray or Mace: A chemical irritant spray that is deployed from a small can (only 2-4 doses per can). Technically mace is a ranged weapon, but since the range is no greater than a person can reach, it is better classed as having Range 0.

Police Baton: A wooden or metal club, often with an attached handle, that is used riot control and wrestling.

Stunner: This is a hand-held device that, when touched to a victim, produces an electric shock intended to daze or knock out its target. After several uses, the battery must be recharged.

Sword Cane: A slender sword hidden within a cane.

LESS-LETHAL WEAPONS

In recent years, discussions about the use of force in policing have come to the fore. Part of that discussion has been the nature of weapons designed to subdue suspects without killing them. Unfortunately, the use of these weapons sometimes results in death anyway.

Gaming groups have two options with such weapons. The first is to decide that enforcement technology has advanced in specific ways thanks to the presence of super-inventors, and Weapons with the Stun Enhancement never employ lethal force. The second is to remove the Stun Enhancement from specific weapons, and add one Weapon Level to the hand-held stunner to indicate that it causes minimal damage.

10-1B: WEAPONS

ARCHAIC RANGED	LEVEL	ENHANCEMENTS	LIMITERS	POINTS	COST
Axe, Throwing	1 (2)	Potent 1, Range 2	Ammo 3, Inaccurate	2	1
Blowgun	1	Range 2	Non-Penetrating 2	2	1
Bolas	1 (0)	Range 2, Tangle 2	Ammo 3, Non-Penetrating 2	2	1
Crossbow, Hand	3 (1)	Range 2	-	6	3
Crossbow, Heavy	6 (4)	Penetrating 2, Range 3	Activation 2, Hands	12	6
Crossbow, Light	3 (2)	Penetrating 1, Range 2	Activation 1, Hands	6	3
Knife, Throwing	1	Potent 1, Range 2	Ammo 3	2	1
Lasso	1 (-1)	Range 2, Tangle 2	Inaccurate 2	2	1
Longbow	5 (3)	Range 3	Hands	10	5
Longbow, Double-Curved	6 (3)	Muscle, Range 3	Hands	12	6
Net	1 (-1)	Range 0, Tangle 3	Inaccurate	2	1
Net, Fighting	1 (0)	Range 0, Tangle 3	Inaccurate, Non-Penetrating 1	2	1
Rock or Object, Huge	7	Range 2	Inaccurate 2	14	7
Rock or Object, Large	5	Range 2	Inaccurate 2	10	5
Rock or Object, Medium	3	Range 2	Inaccurate 2	6	3
Rock or Object, Small	1	Range 2	Inaccurate 2	2	1
Sling	1	Range 2	Inaccurate, Non-Penetrating 1	2	1
Shortbow	4 (2)	Range 3	Hands	8	4
Shuriken	1	Potent 1, Range 2	Ammo 2, Non-Penetrating 1	2	1
Spear, Throwing	1 (2)	Range 2	Ammo 3	2	1

ARCHAIC SIEGE	LEVEL	ENHANCEMENTS	LIMITERS	POINTS	COST
Ballista, Small	8 (10)	Range 3	Activation 3, Hands, Inaccurate	16	8
Ballista, Medium	10 (12)	Range 3	Activation 3, Hands, Inaccurate	20	10
Ballista, Large	12 (14)	Range 4	Activation 4, Hands, Inaccurate	24	12
Catapult, Large	19 (20)	Area 2, Indirect, Range 4	Activation 2, Assisted 3, Hands, Inaccurate 2	38	19
Catapult, Medium	16 (18)	Area 1, Indirect, Range 3	Activation 2, Assisted 2, Hands, Inaccurate 2	32	16
Catapult, Small	14 (16)	Indirect, Range 3	Activation 2, Assisted 2, Hands, Inaccurate 1	28	14
Ram, Large	6 (12)	-	Activation 2, Assisted 3, Hands	12	6
Ram, Medium	5 (10)	-	Activation 2, Assisted 2, Hands	10	5
Ram, Small	3 (6)	-	Activation 1, Assisted 1, Hands	6	3

CONVENTIONAL MELEE	LEVEL	ENHANCEMENTS	LIMITERS	POINTS	COST
Battle Yo-Yo	2	Flexible	Non-Penetrating 1	4	2
Chainsaw	2	Penetrating 1	Hands	4	2
Machete	2	-	-	4	2
Pepper Spray or Mace	2 (1)	Irritant 2, Range 1, Stun	Ammo 2, Toxic	4	2
Police Baton	2	Stun	Non-Penetrating 1	4	2
Stunner	2 (-1)	Incapacitating 4	Ammo 1	4	2
Sword Cane	2	-	-	4	2
Sword Cane, Reinforced	5 (3)	Penetrating 1, Piercing 1	-	10	2

CONVENTIONAL RANGED WEAPONS

Flame Thrower: A weapon that projects an ignited stream of liquid for short distances.

Gatling Gun: An early rapid-fire, spring-loaded, hand-cranked weapon that usually required a crew of 3-4 people to operate. With 6-10 rotating gun barrels and a high rate of fire, Gatling guns were the forerunners of modern machine guns.

Grenade, Concussion: A hand explosive with a small blast radius that is used against opponents in close combat while minimising damage to nearby allies.

Grenade, Flash-Bang: A grenade that releases a blinding flash and deafening sound as it explodes that disorients opponents.

Grenade, Fragmentation: Similar to the concussion grenade, but the blast area is larger and the damage less severe.

Grenade, Smoke: This grenade creates a cloud of thick smoke that obscures vision, but does not inflict damage. The Weapon also has the Sensory Block Attribute Level 1 (Sight).

Grenade, Tear Gas: A hand grenades filled with a riot gas that creates a choking cloud that blocks vision and irritates the eyes. The Weapon also has the Sensory Block Attribute Level 1 (Sight). Often used in crowd control and during urban infiltration.

Machine Gun, Heavy: A large tripod-mounted belt-fed machine gun, such as the .50 calibre M2 Browning, that is usually fired from a seated or standing position. These are also mounted on assault vehicles like tanks.

Machine Gun, Light: A bipod-mounted belt-fed machine gun that is usually fired from the prone position. Modern armies assign one to every squad.

Paintball Marker: A handheld weapon in the shape of a gun that rapidly fires small balls of paint. The balls burst upon impact, leaving a washable, temporary mark.

Pistol, Light: A very small handgun, such as a Beretta 950 or Colt Mustang XSP.

Pistol, Heavy: A very powerful handgun, such as a .44 Remington Magnum.

Pistol, Machine: A pistol-format submachine gun such as a Micro-Uzi or Skorpion. It has no real shoulder stock, although it may have a front hand grip. Its high rate of fire makes it difficult to control.

Pistol, Medium: A typical handgun such as a 9 mm or .45 calibre pistol.

Rifle, Assault: The standard weapon of modern military forces that is capable of short bursts of automatic fire, such as an AR-15, M-16, or AK-47.

Rifle, High-Powered: A typical bolt action or semi-automatic rifle. These weapons were the basic military arms from the 1890s to the 1950s, and remain popular as hunting and sniper rifles.

Rifle, Sniper: A precisely crafted high-powered rifle with carefully calibrated sights. It fires a large, heavy-calibre bullet.

Rotary Cannon: These large, Gatling-style machine guns are typically mounted on aircraft or ships and are useful against heavily armoured targets.

Shotgun: A pump-action rifle that fires a burst of tiny pellets called shot. The double-barrelled variety fires two rounds at once to inflict more damage.

Slingshot: A strong elastic stretched over a handheld Y-frame is pulled back and released to launch small rocks, shot, or marbles.

Submachine Gun: A compact fully automatic weapon with a fixed or folding stock. Weapons of this sort are usually illegal for civilians, but are favoured by SWAT and special ops teams.

Taser: This weapon fires a small dart into the victim, which is connected by a cable to a battery in the weapon. After the victim is hit, the battery discharges an electric shock. The battery must be recharged after a few uses.

Water Cannon: A hose that fires water at very high pressure to control and disperse crowds.

CONVENTIONAL ORDNANCE

Rocket Launcher: A semi-portable reloadable rocket launcher such as an RPG or bazooka. Usually only available to the military.

Stinger Missile: An infrared homing surface-to-air missile fired from the shoulder of a single operator and designed to target aircraft and flying paranormals.

Tank Gun, 120 mm HEAT: High Explosive Anti-Tank (HEAT) rounds are used against troops or lightly armoured vehicles (or opponents!).

Tank Gun, 120 mm Sabot: Rounds designed to puncture through armoured vehicles and characters.

Tomahawk Missile: A subsonic cruise missile usually launched from submarines and surface ships.

TYPES OF AMMUNITION

Lead bullets are the standard ammunition for most firearms (pistols, rifles, machine guns, etc.) and shot for shotguns. Other types of ammo can modify attacks as indicated below, with the Weapon's effective Level (and damage inflicted) changed as appropriate.

- Armour Piercing – Add Penetrating Enhancement.
- Bird Shot – Add Accurate Enhancement. Available for shotguns only.
- Blanks – Remove Range Enhancements and drop the Weapon's effective Level to 1, since heat and ignition gasses can still cause damage.
- Hollow Point – Add two assignments of the Non-Penetrating Limiter.
- Rubber – Add the Non-Penetrating Limiter and reduce Weapon's effective Level by 2.
- Slugs – Remove Spreading Enhancement and Non-Penetrating Limiter from shotguns.

10-1C: WEAPONS

CONVENTIONAL RANGED	LEVEL	ENHANCEMENTS	LIMITERS	POINTS	COST
Flame Thrower	6 (2)	Continuing 3, Range 2, Spreading 2	Ammo 1, Hands, Inaccurate	12	6
Gatling Gun	5 (4)	Autofire 3, Range 3	Ammo 1, Assisted 2, Hands, Inaccurate	10	5
Grenade, Concussion	6 (8)	Area 1, Range 2	Ammo 4, Inaccurate	12	6
Grenade, Flash-Bang	1 (-1)	Area 2, Flare (Hearing) 2, Flare (Sight) 2, Range 2	Ammo 4, Toxic 2	2	1
Grenade, Fragmentation	5 (6)	Area 2, Range 2	Ammo 4, Inaccurate	10	5
Grenade, Smoke	1 (-1)	Area 2, Duration 4, Range 2	Ammo 4, Toxic 2 + Sensory Block (Sight) Level 1	3	1
Grenade, Tear Gas	3 (-1)	Area 2, Duration 3, Irritant 3, Range 2	Ammo 4, Toxic 2 + Sensory Block (Sight) Level 1	7	3
Machine Gun, Heavy	12 (6)	Autofire 3, Penetrating 1, Range 4	Ammo 1, Hands	24	12
Machine Gun, Light	10 (5)	Autofire 3, Range 4	Ammo 1, Hands	20	10
Paintball Marker	1 (-1)	Range 2, Unique: Marks	Hands, Inaccurate 2, Unreliable 2	2	1
Pistol, Heavy	7 (4)	Range 3	-	14	7
Pistol, Machine	7 (3)	Autofire 3, Range 3	Ammo 1, Inaccurate	14	7
Pistol, Light	5 (3)	Range 3	Inaccurate	10	5
Pistol, Medium	6 (3)	Range 3	-	12	6
Rifle, Assault	9 (4)	Autofire 3, Range 4	Ammo 1, Hands	18	9
Rifle, High-Powered	7 (4)	Range 4	Hands	14	7
Rifle, Sniper	10 (5)	Accurate 2, Range 4	Hands	20	10
Rotary Cannon	24 (10)	Autofire 3, Penetrating 4, Range 4, Spreading 3	-	48	24
Shotgun	6 (5)	Range 3, Spreading	Ammo 1, Hands, Non-Penetrating 1	12	6
Shotgun, Double-Barrelled Heavy	6	Range 3, Spreading	Ammo 2, Hands, Non-Penetrating 1	12	6
Slingshot	1	Range 2	Inaccurate, Non-Penetrating 1	2	1
Submachine Gun	7 (3)	Autofire 3, Range 3	Ammo 1, Hands	14	7
Taser	2 (-1)	Incapacitating 4, Range 2	Activation 1, Ammo 1, Inaccurate	4	2
Water Cannon	9 (4)	Range 3, Spreading 2, Stun	Hands	18	9

CONVENTIONAL ORDNANCE	LEVEL	ENHANCEMENTS	LIMITERS	POINTS	COST
Rocket Launcher	12	Area 2, Penetrating 1, Range 3	Activation 1, Backblast 1, Ammo 2, Hands, Inaccurate	24	12
Stinger Missile	15	Area 2, Homing: Infrared, Penetrating 1, Range 5	Activation 2, Backblast, Ammo 4, Environmental 1 (Air Targets), Stoppable 1	30	15
Tank Gun, 120mm Heat	21 (12)	Area 2, Helper, Penetrating 4, Range 5	Activation 1, Assisted 1, Hands	42	21
Tank Gun, 120mm Sabot	22 (15)	Accurate, Helper, Penetrating 3, Range 5	Activation 1, Assisted 1, Hands	44	22
Tomahawk Missile	35 (30)	Accurate 2, Area 4, Penetrating 6, Range 7	Activation 3, Assisted 2, Ammo 4, Stoppable 4, Unreliable	70	35

HYPER-TECHNOLOGY MELEE WEAPONS

Energy Whip: Often used by female supervillains and secret agents and frequently concealed within a lipstick tube, these dramatic weapons feature a powered hilt that emits a glowing energy whip that can either slash or entangle foes.

Garrotte, Monofilament: A deadly wire only one molecule thin. It is so sharp that it doesn't strangle opponents – it usually decapitates them!

Light Sword A powered hilt emitting a glowing sabre-sized blade of energy that can cut through almost anything. A cherished weapon in a space opera supers campaign.

Neuro-Net: The Neuro-Net takes the appearance of a disc. Due to how it must be placed during melee combat, it cannot be used even as a Range 0 Thrown Weapon. Once applied, the Neuro-Net creates a weave of energy that paralyses the victim as it entangles the nervous system. The web cannot be cut or torn, and must be deactivated by someone with the proper code or disabled through technical expertise.

HYPER-TECHNOLOGY RANGED WEAPONS

Blaster Pistol: A standard energy pistol firing a brilliant beam or packet of energy.

Blaster Rifle, Assault: The rapid-fire combat rifle lacks the range of its slug-throwing predecessor, but its battery can survive hours of sustained combat. It can recharge through passive sources like marching and solar power in addition to any standard electrical source.

Blaster Rifle, High-Powered: The single-shot action of a blaster rifle has a greater range than its assault variant. Some rifles are designed to provide both options.

Blaster Rifle, Sniper: While not the most inconspicuous of assassination weapons, this force-based sniper rifle gets the job done at a respectable distance. Its battery has a sustained charge to rival its more straightforward cousins, making it viable after being spotted. Assault-Sniper hybrids are rare, but can be found among special forces.

Blaster Auto-Cannon: This force-based minigun fires a rapid stream of bolts that tear through most forms of armour at a distance. A vent opposite the wielder's side keeps the weapon stable, but can injure anyone nearby.

Blaster Hand Cannon: A powerful blaster gun that is capable of firing at very long ranges.

Grenade, Neural: The ranged variant of the Neuro-Net, it lacks the entanglement web, but affects everyone within short range and can be reused. Neural grenades are programmed with IFF (Identification Friend or Foe) systems, but those systems can be hacked with time, skill, and equipment.

Mini-Missile Launcher: A lightweight, portable rocket launcher with a multi-shot magazine firing infrared homing mini-missiles.

Sniper Maser: This beam projector is a large, bulky weapon with a backpack power supply that fires an invisible high-energy ray. The beam inflicts modest damage, but will rarely miss its target. Such a weapon is not sporting, but is perfect for assassinations.

HYPER-TECHNOLOGY ORDNANCE

Magma Cannon: An example of a supervillain's "ultimate weapon", the Magma Cannon is an artillery device of horrific power. It fires, as its name implies, a massive bolt of lava (though the weapon draws magma from the earth for ammunition). When the bolt crashes down, the enormous splash radius can devastate entire cities, melting through all but the most resilient defences. Each shot requires a full minute to fire, a small crew to set and aim the cannon, a variety of reagents to maintain the bolt's cohesion, and a superbeing with appropriate powers to form and direct the burst. Superheroes can intercept the eruption in mid-flight, but given its power, the only reliable way for most adventurers to stop the attack is to take the blast themselves.

10-1D: WEAPONS

HYPER-TECHNOLOGY MELEE	LEVEL	ENHANCEMENTS	LIMITERS	POINTS	COST
Energy Whip	8 (4)	Flexible 2, Penetrating 2	-	16	8
Garrotte, Monofilament	12 (10)	Insidious 3	Hands	24	12
Light Sword	10 (5)	Penetrating 5	-	20	10
Light Sword, Great	12 (7)	Penetrating 5, Reach	Hands	20	10
Neuro-Net	6 (-1)	Incapacitating 4, Incurable 3, Tangle 3	Ammo 3, Exclusive 1	12	6

HYPER-TECHNOLOGY RANGED	LEVEL	ENHANCEMENTS	LIMITERS	POINTS	COST
Blaster Auto-Cannon	20 (10)	Autofire 3, Penetrating 2, Range 4, Spreading 3	Backblast, Hands	40	20
Blaster Hand Cannon	15 (10)	Indirect, Range 5	Hands	30	15
Blaster Pistol	7 (4)	Range 3	-	14	7
Blaster Rifle, Assault	12 (7)	Autofire 3, Range 3	Hands	24	12
Blaster Rifle, High-Powered	10 (7)	Range 4	Hands	20	10
Blaster Rifle, Sniper	12 (7)	Accurate 2, Range 4	Hands	24	12
Grenade, Neural	1 (-1)	Area 1, Incapacitating 4	Ammo 3	2	1
Mini-Missile Launcher	12 (8)	Area 2, Homing: Infrared, Range 4	Activation 1, Ammo 1, Hands	24	12
Sniper Maser	15 (7)	Accurate 2, Range 5, Inconspicuous 3	Ammo 1, Hands	30	15

HYPER-TECHNOLOGY ORDNANCE	LEVEL	ENHANCEMENTS	LIMITERS	POINTS	COST
Magma Cannon	30 (25)	Area 5, Continuing 4, Indirect, Penetrating 5, Range 6	Ammo 1, Activation 2, Assisted 2, Backblast 1, Dependent 1, Deplete 3, Hands, Maximum 3, Stoppable 2	60	30
Mass Driver	55 (40)	Area 10, Insidious 3, Quake 5, Range 7	Activation 4, Assisted 3, Stoppable 3	110	55
Missile, Tactical Implosion	50 (35)	Area 2, Helper, Homing 2, Penetrating 5, Piercing 6, Range 7	Activation, Assisted 1, Ammo 4, Stoppable 2	100	50
Ship Cannon, Point Defence	30 (20)	Helper, Penetrating 4, Piercing 5, Range 5	Assisted 2, Environmental (Space Targets) 2, Hands	60	30
Ship Cannon, Primary	45 (30)	Area 2, Helper, Penetrating 4, Piercing 5, Range 6	Assisted 2, Hands	90	45

Mass Driver: A huge cannon usually found on spaceships and satellites. A large chunk of mass, such as an asteroid, is accelerated towards a target (usually a planet), causing great earthquakes and widespread destruction upon impact. They are outlawed by most space-faring civilisations, and even the Haud only use them in the most desperate circumstances. Superheroes attempting to stop mass driver projectiles usually try to redirect them rather than break them up.

Missile, Tactical Implosion: Carried by fighter craft and battleships, implosion missiles track their targets by quantum signature and crush targets with their own structure. Effective against force fields and armour, tactical implosion weapons are designed to obliterate any target smaller than a cruiser.

Ship Cannon, Point Defence: Battleships in space bristle with these shipboard cannons, intended to drive off attacking fighters. Most space fighters can survive one or two shots from these cannons, but sustained fire will destroy smaller craft. They are also effective against supers, but do not function in atmosphere.

Ship Cannon, Primary: Intended for orbital bombardment and combat between cruisers, a battleship's main guns are devastating to most targets. Only the most powerful ships have more than two of these cannons, firing beams along a massive lens that rims the entire vessel.

ARMOUR

Body armour has been worn in many eras by warriors, police, military, black ops, and others. Although shunned by martial artists and swashbuckling heroes, armour can be worn comfortably if properly designed and if the character is trained to use it. Most superheroes who wear armour design (or enchant) their own, but exceptions exist among agents of governmental, mercenary, and scientific organisations.

The Armour values listed in this section represent average-quality construction and materials. Shoddy workmanship, poor construction techniques, or weak materials can penalise the given Armour Ratings by -1 to -4 (a Unique Limiter). Conversely, exceptional workmanship, advanced construction techniques, or resilient finishings can increase the given Armour Ratings by +1 to +2 (a Unique Enhancement). Armour with one assignment of the Localised Limiter only covers a portion of the body, often leaving the head and other extremities unprotected.

ANIMAL ARMOUR

Fur: If an animal's fur is sufficiently thick or matted, it can provide light protection.

Hide: Thicker animal skin can provide enhanced protection, though the Armour Rating is usually less than hide armour worn by characters since those hides have been boiled and stiffened.

Scales: Shelled or scaled animals, such as dragons and turtles, often have thick scales that can protect them from predators.

ARCHAIC ARMOUR

Brigandine: A brigandine is a cloth- or leather-covered armour made from overlapping layers of iron plates. The brigandine itself protects the torso and shoulders, but it usually comes with a full suit of mail. If desired, the mail can be worn without the brigandine, reducing the armour's protection to that of chainmail.

Chain Shirt: A shirt of light chainmail, often worn over clothing without any other significant armour.

Chainmail: Also called simply "mail", this armour is made of interlocking metal rings. It includes a layer of quilted fabric underneath it to prevent chafing and to cushion the impact of blows. Several layers of mail are frequently hung over vital areas. Most of the armour's weight hangs from the shoulders, making chainmail uncomfortable to wear for long periods of time.

Full Plate: This armour consists of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, pointed steel boots, and a helmet (either visored or open-faced) – though sometimes a breastplate is simply worn with chainmail. Buckles and straps distribute the weight over the body, so full plate hampers movement less than splint mail even though splint is lighter. Each suit of full plate must be individually fitted to its owner by a master armourer, although a captured suit can be resized to fit a new owner at a reasonable cost. Full plate is also known as field plate.

Hide: This armour is prepared from multiple layers of leather and animal hides. It is stiff and hard to move in, and is rarely used by any but the most tribal civilisations.

Leather: The breastplate and shoulder protectors of this armour are made of thick leather that has been stiffened by boiling in water. The rest of the armour is made of softer and more flexible leather.

Padded: Padded armour features quilted layers of cloth and batting.

Ringmail: An armour made of interlocking metal rings, similar to chainmail, but with larger rings. It is normally worn over pieces of boiled leather (included with a full suit of armour), with a padded layer beneath the rings to prevent chafing and to cushion the impact of blows. In the cold of winter, it is worn with heavy wool. It is lighter than chainmail and easier to wear, although not as durable.

Scale Armour: This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like fish scales.

Splint Armour: This armour is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chainmail protects the joints.

CONVENTIONAL ARMOUR

Thick Leather Jacket: A leather jacket, or one made of other durable materials, can provide adequate protection against small weapons and projectiles.

Light Body Armour: A basic flexible body armour vest of the sort worn by police officers or VIPs. The armour can be concealed under a jacket or suit.

Medium Body Armour: This medium-weight flak jacket gives enhanced protection against attacks, but it can only be concealed under bulky clothing.

Heavy Body Armour: This armour is a heavy bullet-resistant outfit (with a visored helmet and leggings) incorporating both ballistic fibre and ceramic plates, of the sort worn by SWAT teams and soldiers. Heavy body armour is standard gear for any police or military unit expected to face supervillains. It cannot be concealed.

10-2: ARMOUR

ANIMAL ARMOUR TYPE	ATTRIBUTE	LEVEL	AR	MODIFIERS	POINTS	COST
Thick Fur	Features	1	2	-	1	-
Tough Hide	Features	1	3	-	1	-
Thick Hide	Armour	1	5	-	2	-
Thin Scales	Armour	1	5	-	2	-
Light Scales	Armour	2	10	-	4	-
Medium Scales	Armour	3	15	-	6	-
Heavy Scales	Armour	4	20	-	8	-
Mighty Scales	Armour	8	40	-	16	-

ARCHAIC ARMOUR TYPE	ATTRIBUTE	LEVEL	AR	MODIFIERS	POINTS	COST
Padded	Armour	1 (2)	10	Localised 1	2	1
Hide	Armour	1 (2)	10	Localised 1	2	1
Leather	Armour	2	10	-	4	2
Chain Shirt	Armour	1 (2)	10	Localised 1	2	1
Ringmail	Armour	2	10	-	4	2
Scale Armour	Armour	2	10	-	4	2
Chainmail	Armour	3	15	-	6	3
Splint Armour	Armour	3	15	-	6	3
Brigandine	Armour	3	15	-	6	3
Full Plate	Armour	4	20	-	8	4

MODERN ARMOUR TYPE	ATTRIBUTE	LEVEL	AR	MODIFIERS	POINTS	COST
Thick Leather Jacket	Features	1	2	Localised 1	1	-
Light Body Armour	Armour	3 (4)	20	Localised 1	6	3
Medium Body Armour	Armour	4 (5)	25	Localised 1	8	4
Heavy Body Armour	Armour	6	30	-	12	6

FUTURISTIC ARMOUR TYPE	ATTRIBUTE	LEVEL	AR	MODIFIERS	POINTS	COST
Ceramic/Sabaean Armour	Armour	6	30	-	12	6
Light Force Armour	Force Field	3	30	-	12	6
Heavy Force Armour	Force Field	5 (4)	40	Regenerating	20	10
Tactical Force Armour	Force Field	6 (5)	50	Regenerating	24	12
Low-Intensity Power Armour	Armour	8	40	-	16	8
Medium-Intensity Power Armour	Armour	12	60	-	24	12
High-Intensity Power Armour	Armour	16	80	-	32	16

HYPER-TECHNOLOGY ARMOUR

Ceramic Armour: High-density yet lightweight ceramics provide excellent protection against attacks. It is known as Sabaean Armour on Sentinel-Earth, as the country of that name is the only Earth nation capable of producing this armour as Gear.

Force Armour: Less armour and more of a harness that generates a force field. The field surrounds the wearer during battle, but it can be weakened by repeated blows. Heavy and tactical versions quickly regenerate their effectiveness.

Power Armour: These sleek and agile powered suits are optimised for urban combat. In addition to their Armour Ratings, these power suits usually offer a range of other helpful features and special protections of the players' choice, such as comms, life support systems, detection systems, body enhancements (such as Superstrength or Superspeed), built-in Weapons, etc. Even in most interstellar campaigns (including Sentinel-Earth), any powered armour systems beyond Features and Resilient move the suit from Gear to an Item. Power Armour that qualifies as Gear is sometimes called "reactive armour", moving with wearers rather than enhancing them.

SHIELDS

Shields are designed to deflect blows and turn them aside when possible but can also absorb the impact of blows when interposed between the character and an attack. See page 182 for more information on defending with a shield. Shields are popular accessories due to their heroic nature, symbolising defence rather than harm. A shield bought as an Item can be used for the Deflection and Reflection Combat Techniques against any attack with a physical component.

Though usually reserved for Level 1 Attributes, some larger shields have the Potent Enhancement, which provides the targetted character a minor (for Potent -1) or major (for Potent -2) edge when defending with a shield. See page 172 for more information about how minor and major edges change dice rolls.

SHIELD SIZES

Shields are usually available in four sizes: buckler, small, large, and special. All forms of shields are available as Gear in a modern campaign except energy shields and smart shields. Interstellar superheroes may purchase any of the shields described in this section as Gear.

Buckler Shield: A buckler is approximately 30 cm in diameter – small enough to be strapped to an arm while still leaving the hand free to grasp and hold objects. Bucklers are often used by duellists or skirmishing barbarians. Characters who use arm bracers as defensive equipment can apply bracer statistics to simulate size and effectiveness.

Small Shield: A small shield is approximately 50-80 cm in diameter (though it may be oblong) and requires one arm to hold it secure. It is small enough that it doesn't hinder the actions of the warrior to any significant extent – nor does it provide much protection.

Large Shield: Due to its bulky size, a large shield is usually oblong, with the largest dimension measuring 100-150 cm. Since they are quite heavy, large shields are often strapped to the arm and wrist to assist in carrying them.

Special Shield: Tower or tactical shields are extremely large, allowing an average person to crouch behind it and be protected completely from one direction. They are extremely useful on a field of battle to protect against hails of projectiles (arrows, stones, etc.) as well as during urban infiltration assignments. Smart shields adjust their size in battle automatically and track the opponent's attacks during defence. Sabaean Eagle Corps members may use their wings as shields with the statistics provided.

SHIELD MATERIALS

A shield can be constructed from any material, but the most common ones are listed below.

Plant: Leaves, vines, and even roots can be lashed together and strung over a wooden frame to provide a modicum of protection.

Leather: After boiling, layering, and binding animal hide to a frame, primitive warriors are afforded extra protection in battle.

Animal Scales: Though scales lose some durability after they have been removed from the original animal (usually a dragon or similar large creature), they still make solid shields. Scales from specific creatures found in fantastic lands may even provide additional protection optimised against a specific type of attack, such as lightning, fire, or acid. See the Emphasised and Optimised Armour Limiters (page 68).

Wood: Hardwood is banded with metal strips to make these shields as durable as many suits of armour.

Metal: Usually forged from steel, bronze, or other alloys, metal shields offer ideal protection on the battlefield. Unfortunately, large metal shields are quite heavy and thus cannot be carried for extended periods in combat.

Composites: The light-weight and ballistic-resistant materials used in tactical shields are preferred by modern urban insertion squads worldwide.

Energy: Practically weightless and often translucent, these high-tech force shields can stop nearly all modern firearms and futuristic blaster weapons. Top-quality smart shields are seemingly impenetrable.

MINDSPEED

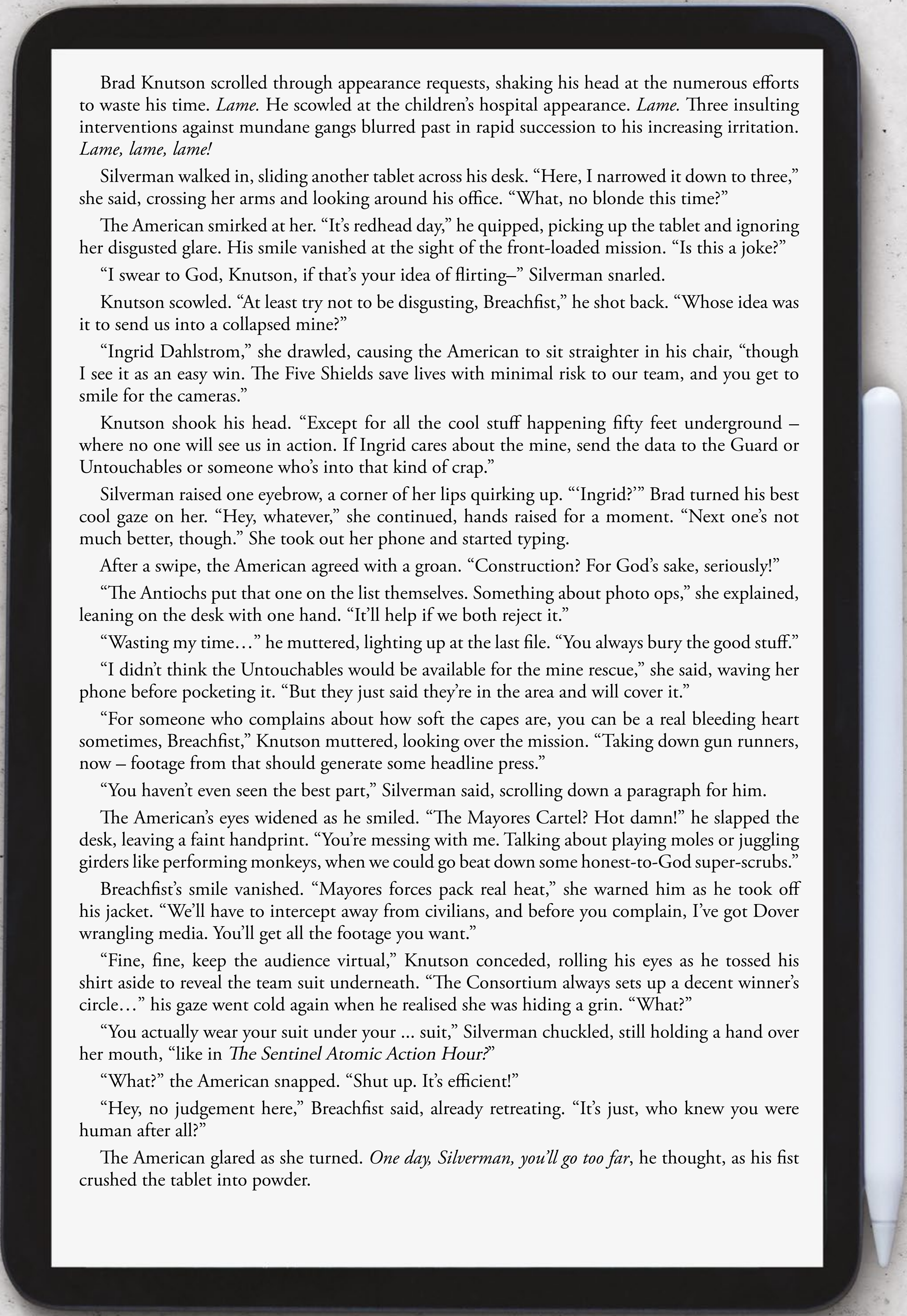
10-3: SHIELDS

BUCKLER SHIELD	ATTRIBUTE	LEVEL	AR	MODIFIERS	POINTS	COST
Plant	Armour	1 (2)	10	Localised 1	2	1
Leather	Armour	1 (2)	10	Localised 1	2	1
Animal Scales	Armour	1 (2)	10	Localised 1	2	1
Wood	Armour	2 (3)	15	Localised 1	4	2
Metal	Armour	3 (4)	20	Localised 1	6	3
Composites	Armour	5 (6)	30	Localised 1	10	5
Energy	Force Field	3 (4)	40	Localised 1	12	6

SMALL SHIELD	ATTRIBUTE	LEVEL	AR	MODIFIERS	POINTS	COST
Plant	Armour	2	10	-	4	2
Leather	Armour	2	10	-	4	2
Animal Scales	Armour	2	10	-	4	2
Wood	Armour	3	15	-	6	3
Metal	Armour	4	20	-	8	4
Composites	Armour	6	30	-	12	6
Energy	Force Field	4	40	-	16	8

LARGE SHIELD	ATTRIBUTE	LEVEL	AR	MODIFIERS	POINTS	COST
Plant	Armour	3 (2)	10	Potent -1	6	3
Leather	Armour	3 (2)	10	Potent -1	6	3
Animal Scales	Armour	3 (2)	10	Potent -1	6	3
Wood	Armour	4 (3)	15	Potent -1	8	4
Metal	Armour	5 (4)	20	Potent -1	10	5
Composites	Armour	7 (6)	30	Potent -1	14	7
Energy	Force Field	5 (4)	40	Potent -1	20	10

SPECIAL SHIELD	ATTRIBUTE	LEVEL	AR	MODIFIERS	POINTS	COST
Tower - Metal	Armour	7 (5)	25	Potent -2	14	7
Tactical - Composites	Armour	9 (7)	35	Potent -2	18	9
Wing Shield, Sabaean	Armour	10 (8)	40	Potent -1	20	10
Smart Shield, Standard - Energy	Force Field	5 (4)	40	Regenerating	20	10
Smart Shield, Heavy - Energy	Force Field	7 (5)	50	Offensive, Regenerating	28	14



Brad Knutson scrolled through appearance requests, shaking his head at the numerous efforts to waste his time. *Lame.* He scowled at the children's hospital appearance. *Lame.* Three insulting interventions against mundane gangs blurred past in rapid succession to his increasing irritation. *Lame, lame, lame!*

Silverman walked in, sliding another tablet across his desk. "Here, I narrowed it down to three," she said, crossing her arms and looking around his office. "What, no blonde this time?"

The American smirked at her. "It's redhead day," he quipped, picking up the tablet and ignoring her disgusted glare. His smile vanished at the sight of the front-loaded mission. "Is this a joke?"

"I swear to God, Knutson, if that's your idea of flirting–" Silverman snarled.

Knutson scowled. "At least try not to be disgusting, Breachfist," he shot back. "Whose idea was it to send us into a collapsed mine?"

"Ingrid Dahlstrom," she drawled, causing the American to sit straighter in his chair, "though I see it as an easy win. The Five Shields save lives with minimal risk to our team, and you get to smile for the cameras."

Knutson shook his head. "Except for all the cool stuff happening fifty feet underground – where no one will see us in action. If Ingrid cares about the mine, send the data to the Guard or Untouchables or someone who's into that kind of crap."

Silverman raised one eyebrow, a corner of her lips quirking up. "'Ingrid?'" Brad turned his best cool gaze on her. "Hey, whatever," she continued, hands raised for a moment. "Next one's not much better, though." She took out her phone and started typing.

After a swipe, the American agreed with a groan. "Construction? For God's sake, seriously!"

"The Antiochs put that one on the list themselves. Something about photo ops," she explained, leaning on the desk with one hand. "It'll help if we both reject it."

"Wasting my time…" he muttered, lighting up at the last file. "You always bury the good stuff."

"I didn't think the Untouchables would be available for the mine rescue," she said, waving her phone before pocketing it. "But they just said they're in the area and will cover it."

"For someone who complains about how soft the capes are, you can be a real bleeding heart sometimes, Breachfist," Knutson muttered, looking over the mission. "Taking down gun runners, now – footage from that should generate some headline press."

"You haven't even seen the best part," Silverman said, scrolling down a paragraph for him.

The American's eyes widened as he smiled. "The Mayores Cartel? Hot damn!" he slapped the desk, leaving a faint handprint. "You're messing with me. Talking about playing moles or juggling girders like performing monkeys, when we could go beat down some honest-to-God super-scrubs."

Breachfist's smile vanished. "Mayores forces pack real heat," she warned him as he took off his jacket. "We'll have to intercept away from civilians, and before you complain, I've got Dover wrangling media. You'll get all the footage you want."

"Fine, fine, keep the audience virtual," Knutson conceded, rolling his eyes as he tossed his shirt aside to reveal the team suit underneath. "The Consortium always sets up a decent winner's circle…" his gaze went cold again when he realised she was hiding a grin. "What?"

"You actually wear your suit under your ... suit," Silverman chuckled, still holding a hand over her mouth, "like in *The Sentinel Atomic Action Hour?*"

"What?" the American snapped. "Shut up. It's efficient!"

"Hey, no judgement here," Breachfist said, already retreating. "It's just, who knew you were human after all?"

The American glared as she turned. *One day, Silverman, you'll go too far*, he thought, as his fist crushed the tablet into powder.

ADVENTURING EQUIPMENT

The majority of miscellaneous adventuring Items can be simply created by assigning them one or more Features and applying the Item modifier to the cost. Other Gear, like a gun scope, might just have naked Enhancements (page 83).

CONVENTIONAL GEAR

Superheroes have access to a limitless array of fantastic inventions, but any team that neglects the basics will find themselves in dire straits eventually. Not every group will use all common equipment, especially given the morally dubious purposes of some. Nevertheless, adventurers should consider shopping trips before trying to redesign wheels in the lab.

EXPLOSIVE COLLAR

These collars are placed around the necks of criminals to deter their escape and ensure compliance. On Sentinel-Earth, they are most often used on supervillains forced to perform the dirty work of governments or corporations, including the modern version of ELITE Operations. If the wearer attempts to remove the collar, the powerful explosive within detonates instantly in a nasty explosion that usually ends in death. The Mind-based Technical difficulty of bypassing this system is TN 24. The collar can also be detonated through a remote controller when necessary. It should go without question that explosive collars are as spectacularly illegal as they are immoral. NOTE: The point cost of the Explosive Collar is paid by the person or group in control of the detonator, not the wearer!

EXPLOSIVE COLLAR

LEVEL	POINTS	ATTRIBUTE
15 (16)	30	Weapon: Explosion (Aura -1, Trap: Attempting to remove collar triggers detonation -1, Unique Enhancement: Can be activated by remote control -1; Ammo: single use +4)
	30	TOTAL (15 POINT ITEM)

FIRST AID KIT

A kit that provides necessary gear for light emergency medical response. It provides a minor enhancement to basic recovery efforts in the field.

FIRST AID KIT

LEVEL	POINTS	ATTRIBUTE
1	1	Feature (Medical Kit)
	1	TOTAL (0 POINT ITEM)

INFRARED GOGGLES

Advanced infrared goggles have a 1 km range capable of seeing even in total darkness.

INFRARED GOGGLES

LEVEL	POINTS	ATTRIBUTE
3	3	Supersense (Infrared Vision; 1 km)
	3	TOTAL (1 POINT ITEM)

LASER SIGHT

A laser sight adds accuracy to the Weapon, but the visible red dot might warn the target before the shot.

LASER SIGHT

LEVEL	POINTS	ATTRIBUTE
3 (4)	3	Features (Naked Enhancement x2: Accurate 2; Detectable: Sight +1)
	3	TOTAL (1 POINT ITEM)

NIGHT VISION GOGGLES

These light-amplifying goggles reduce the difficulty of firing in all but total darkness.

NIGHT VISION GOGGLES

LEVEL	POINTS	ATTRIBUTE
1	1	Feature (Low-Light Vision)
	1	TOTAL (0 POINT ITEM)

RIFLE SCOPE

A sniper scope can be attached to any rifle-type weapon to add accuracy to its attack.

RIFLE SCOPE

LEVEL	POINTS	ATTRIBUTE
2	2	Features (Naked Enhancement: Accurate)
	2	TOTAL (1 POINT ITEM)

HYPER-TECHNOLOGY EQUIPMENT

Superheroes have access to a wide array of fantastic inventions that exceed the range available to normal people. These Items don't have paranormal origins, but they can seem magical to the average bystander.

3D MANOEUVRING GEAR

This gear can represent anything from a special harness that shoots out and reels in grappling hooks to wrist-mounted adhesive lines that permit travel from one surface to another. Whatever form the equipment takes, it helps propel the character along all three axes of aerial movement. Whether through clever mechanisms or elastic springs, the gear provides additional momentum and helps stabilise the character's movements.

To function properly, the system requires structures onto which the lines can temporarily attach – buildings, trees, rock formations, flying vehicles, gigantic opponents, etc.

3D MANOEUVRING GEAR

LEVEL	POINTS	ATTRIBUTE
2	2	Combat Technique (Lethal Blow, Lightning Reflexes)
6	6	Special Movement (Balance, Cat-Like, Fast 2, Swinging, Wall Bouncing)
RANKS	**POINTS**	**DEFECT**
1	-3	Special Requirement (Buildings, trees, or other tall structures for grappling lines)
	5	**TOTAL (2 POINT ITEM)**

COMBAT ROBOT DRONE

Robot soldiers are popular choices for would-be conquerors with the right combination of resources and engineering skills. This model of a humanoid drone can obey basic orders and follow specific military instructions. Armed with the proper gear, they can overrun human forces if directed in clever ways. They do not feel pain, fear, or guilt, and will do anything they are told. However, drones are also stupid, literal, and single-minded. Capable human troops can outwit these robots with ease if they keep their heads. Drones also have the disadvantage of being non-sentient, which means that superheroes do not have to hold back against them. Costumed adventurers often enjoy such opportunities to unleash their might. Note that while CRDs are Items, they can be purchased as (very stupid) Minions if so desired.

COMBAT ROBOT DRONE

Size Rank 0: Medium

LEVEL	POINTS	STAT
6	12	Body Stat

VALUE	DERIVED VALUE
8	Attack Combat Value (One Type 10)
8	Defence Combat Value
35 / 20	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
4	8	Armour (Armour Rating 20)
2	2	Attack Mastery
2	2	Combat Technique (Brutal, Lethal Blow)
2	2	Defence Mastery
1	1	Features (Basic AI, Comms)
2	2	Gear (Combat Equipment; Up to 5 pieces)
1	3	Massive Damage
1	1	Ranged Attack (One Type)
1	8	Superstrength (500 kg; +10 unarmed damage)
RANKS	**POINTS**	**DEFECT**
1	-2	Achilles Heel (Electricity)
3	-6	Bane (Full immersion in water)
1	-3	Special Requirement (Regular Maintenance)
	30	**TOTAL (15 POINT ITEM)**

HACKING GEAR

This super-technology wireless array can help the character infiltrate, navigate, download, and modify nearly any globally connected computer system. Additionally, it grants the character control over vehicles and artificial beings with computerised functions (such as cyborgs and robots) and dampens nearby sources of electronic transmissions. In most societies, it is illegal to own this kind of hacking gear. Superheroes with appropriate standing (like the Guard's "special status") might have permission, but any information acquired without a warrant could not be used in a court of law. Centralised support characters can reduce the cost of such a system by increasing its size and reducing its mobility.

HACKING GEAR

LEVEL	POINTS	ATTRIBUTE
9	18	Data Access (10,000 km)
1	1	Features (Comms, Data Recording and Backup)
4 (6)	20	Mind Control (Broad Category: robots and computerised beings +1, Dependent: Data Access +1)
1	1	Sensory Block (Other electronic transmissions)
5 (6)	20	Telekinesis (Focussed: Computerised Vehicles +1)
	60	**TOTAL (30 POINT ITEM)**

IDENTITY NET

This small, wearable device projects an image over the character's body so they can appear to be anyone else desired. The closer the projected identity is to the shape and form of the original character, the more likely it will be to fool casual observers. Popular among metahumans with the Marked Defect, Game Masters may increase the cost of the Identity Net for characters who use it to overcome that Defect.

IDENTITY NET

LEVEL	POINTS	ATTRIBUTE
1 (2)	3	Projection (Potent -1; Unique Limiter: Only for projections that obscure identity +2)
	3	TOTAL (1 POINT ITEM)

SPY GEAR

This wearable spy monitoring kit includes a variety of tiny recording, tracking, verifying, blocking, communicating, and detecting devices. Essential to any operative, this gear set is vital to any character in the trade forced to contend with metahumans.

SPY GEAR

LEVEL	POINTS	ATTRIBUTE
3	3	Features (Auditory Discrimination, Comms, Data Recording and Backup, GPS, Identity Verifier, Keylogger, Medical Kit, Tool Kit, Tracking Bug)
5 (2)	5	Sensory Block (Cellular, Radar; Area -3)
3	3	Supersense (Infrared Vision; 1 km)
2	2	Supersense (Metahumans; 100 metres)
1	1	Supersense (X-Ray; 10 metres)
	14	TOTAL (7 POINT ITEM)

UNIVERSAL TRANSLATOR

Spacefaring societies often engage with species that speak different languages and thus were in need of a device that made communication easier. Scientists eventually developed a universal translator, which seamlessly provides audio translation of nearly any possible spoken language into the user's native tongue.

UNIVERSAL TRANSLATOR

LEVEL	POINTS	ATTRIBUTE
1	10	Power Flux (Minor: Languages)
	10	TOTAL (5 POINT ITEM)

ITEMS OF POWER

Many superhero worlds host a multitude of wondrous artefacts and other relics that can play an important role in the game. No matter how advanced the society, these extraordinary wonders qualify as Items when purchased for use. The Connected Attribute might allow rare, temporary access to an Item of Power, but only in the most dire of circumstances.

AUTOMATON OMEGA

Built by the sinister technocratic conspiracy SECTOR, Automaton Omega was intended to be the ultimate anti-superhero weapon. Towering 60 stories above its foes, armed with a massive cannon, and bristling with point-defence lasers, this truly giant robot was expected to overcome even the most powerful metahumans. However, it is slow and clumsy, with only a basic AI. Though redesigned for a pilot's use, the Artificer stole Automaton Omega before SECTOR could redeploy it. The dreaded super-weapon has changed hands several times since then, devastating in its power but never able to overcome Earth's heroes.

AUTOMATON OMEGA

LEVEL	POINTS	ATTRIBUTE
20	40	Armour (Armour Rating 100)
4	4	Capacity (10 people or 2 tonnes)
1 (3)	4	Extra Actions (3 Extra Actions/round; Unique Limiter: only for Point Defence Lasers +2)
2	2	Features (Basic AI, Comms, Ejection Seats, Luxurious Decor, Modern Vehicle Tech Suite)
1	1	Heightened Senses (Sight)
7	7	Immovable (-70 metres knockback)
1 (3)	2	Reincarnation (1 day; Difficult to Stop: Destroy all repair mini-robots -1; Consumable: Substantial quantities of nearby metal +1, Object +2)
12 (6)	24	Resilient (Airborne Toxins, High Pressure, Intense Cold, Lack of Air, Low Pressure, Radiation: Complete -6)
6 (2)	6	Sensory Block (Radar, Radio; Area: 1 km -4)
4	4	Supersense (Radar; 10 km)
3	3	Supersense (Vibration; 1 km)
10	80	Superstrength (500k tonnes; +100 unarmed damage)
24 (20)	48	Weapon: Omega Cannon (Area: 10 metres -2, Knockback -1, Range: 1 km -4; Activation: 1 round +1, Backblast +1, Unreliable +1)
20 (10)	20	Weapon: Point Defence Lasers (Alternate Attack; Accurate -2, Helper -1, Penetrating -2, Piercing -2, Range: 100 metres -3)
12 (9)	12	Weapon: Omega Crusher (Alternate Attack; Area: 3 metres -1, Muscle -1, Vampiric -2; Unique: only Vampiric vs. metal targets +1)

RANKS	POINTS	DEFECT
7	-14	Awkward Size (Size 7: Enormous – 200 metres)
1	-3	Impaired Manipulation (One hand – left arm is the Omega Cannon)
	240	TOTAL (120 POINT ITEM)

MEMORY NEUTRALISER

Though infamous among conspiracy theorists, this device is not deployed by groups like the Wardenclyffe Agency, most often used by villainous organisations in superhero settings. If a character needs an individual or small crowd to forget their most recent experiences, the memory neutraliser is the right tool for the job. A quick pulse of energy from the neutraliser can permanently erase the immediate short-term memory of up to two dozen targets within the surrounding three-metre radius area.

NEMO III

Super-submarines are more the stuff of techno-thrillers than comic-book escapades, but some costumed adventurers find underwater travel useful. Island nations and aquatic kingdoms make use of super-tech navies for defence, and sometimes, invasion. On Sentinel-Earth, the most famous is the Nemo. Seawolf stole the first from the US Navy in his second attempt to do so, but returned it after the Haud invasion as a goodwill gesture. His nation of Seawyck built a second, which the Ghost Fleet sank during the White Rooks Gambit. The third, flagship of the nation's tiny navy, utilises super-technology to outstrip even the most advanced submarines of its rivals. Its vibro-sensors can detect torpedoes invisible to sonar and intercept them with its own systems. Energy weapons and defensive screens allow the Nemo III to engage with superhuman and even supernatural opposition. In spite of its advanced technology, the Nemo's greatest advantage is its metahuman crew and their various powers.

NEMO III

LEVEL	POINTS	ATTRIBUTE
10	20	Armour (Armour Rating 50)
7	7	Capacity (100 people or 25 tonnes)
3	3	Features (Camera, Comms, Escape Capsule, Identity Verifier, Medical Kit, Modern Vehicle Tech Suite, Tool Kit)
5 (4)	20	Force Field (Armour Rating 40; Regenerating -1)
7 (4)	14	Resilient (High Pressure, Intense Cold, Underwater: Complete -3; Intense Heat)
5	5	Supersense (Vibration; 100 km)
4	4	Water Speed (300 kph)
23 (15)	46	Weapon: Vibro-Burst (Area: 10 metres -2, Helper -1, Multidimensional -1, Range: 10 km -5; Helper +1)
22 (15)	22	Weapon: Nimbus Torpedo (Alternate Attack; Helper -1, Homing: Nimbus Energy -2, Penetrating -3, Range: 100 km -6; Helper +1, Environmental: Underwater +1, Stoppable: 1 hour +4)

RANKS	POINTS	DEFECT
6	-12	Awkward Size (Size 6: Colossal – 100 metres)
2	-6	Special Requirement (Large Crew)
1	-3	Special Requirement (Frequent Maintenance)
	120	**TOTAL (60 POINT ITEM)**

MEMORY NEUTRALISER

LEVEL	POINTS	ATTRIBUTE
6 (5)	30	Mind Control (Area: 3 metres -1, Targets: 25 people -4; Broad Category: Humans +1, Unique Limiter: Erase short- term memory only +3)
	30	**TOTAL (15 POINT ITEM)**

ORION RACER

The super-car is not as popular as it once was, but a few urban avengers make use of them. One of the most successful on Sentinel-Earth is the Orion Racer. In addition to all the classic elements, it has all-terrain functionality. The Racer can even transform to look like a mundane sports car. In addition, it can fire a limited variety of trick arrows out of its grill. Most valuable to Orion during his investigations are the wall-penetrating camera and microphone systems. The Racer was damaged during the Endless Night, and Orion is working on repairs.

ORION RACER

LEVEL	POINTS	ATTRIBUTE
1	1	Alternate Form (Sports Car)
5	10	Armour (Armour Rating 25)
1	1	Capacity (2 People or 500 kg)
3	3	Features (Camera, Comms, Ejection Seat, GPS, Identity Verifier, Modern Vehicle Tech Suite, Oil Slick, Radar Detector, Revolving License Plate, Tool Kit)
5 (6)	5	Ground Speed (500 kph; Detectable: Hearing +1)
1	1	Heightened Senses (Hearing)
1	1	Sensory Block (Sight – smoke screen; Area: 3 metres -1, Environment: Only behind vehicle +1)
2	2	Supersense (Ultravision; 100 metres)
1	1	Supersense (Infrared Vision; 10 metres)
9 (5)	18	Weapon: Stun Arrow (Range: 30 metres -3, Stun -1)
9 (-1)	9	Weapon: Burst Arrow (Alternate Attack; Area: 10 metres -2, Flare: Hearing -3, Flare: Sight -3, Range: 30 metres -3; Ammo: 6 shots +1)
7 (6)	7	Weapon: Explosive Arrow (Alternate Attack; Area: 3 metres -1, Range: 30 metres -3; Ammo: 6 shots +1, Ignore: Underwater +2)
6 (-1)	6	Weapon: Steel Net Arrow (Alternate Attack; Area: 3 metres -1, Tangle: 30 Health Points -6, Range: 10 metres -2; Ammo: 3 shots +2)

RANKS	POINTS	DEFECT
1	-2	Awkward Size (Size 1: Large – 4 metres)
1	-3	Special Requirement (Frequent Maintenance)
	60	**TOTAL (30 POINT ITEM)**

PORTABLE ZAPPER

Nullification Field Projector Systems, most often called “zappers” on Sentinel-Earth, are vital to the humane incarceration of super-criminals. They are also priceless boons to metahumans who find their powers more curse than gift. First-generation zappers were large, immobile devices, useful for containing supervillains but not apprehending them. The solution was the Mobile Nullification Environment Projector, a bazooka-sized energy cannon attached to a large backpack that disrupts metahuman abilities to a respectable degree. When it works, it weakens most supervillains for one hour, rendering some entirely powerless. They are tricky to use, however, with the wielder needing a few moments to focus the device on the targeted area. Also, some metahumans can resist zappers, and they rarely take neutralisation efforts lightly. In spite of its drawbacks, the portable zapper remains a vital tool in fighting super-crime on Sentinel-Earth.

SHAHUR THE TALKING MACE

The mighty Lodestar Ningirsu is second only to his cousin Istara as a hero and advocate for Sentinel-Earth in the techno-divine realm of Ur. He owes much of this success to Shahur, his powerful, nigh-indestructible mace. In fact, just ask Shahur. They will be happy to tell you how little Ningirsu could do without them, at considerable length. Shahur is a clever strategist in addition to being a powerful weapon, which is why Ningirsu has not “lost” the mace in the asteroid belt. Also, Shahur can fly back to Ningirsu (or anyone the mace deems worthy), with the ability to avoid major obstructions. Unfortunately, windows do not count as “major”.

SHAHUR

LEVEL	POINTS	ATTRIBUTE
3	3	Features (Basic AI, Foreign Languages – Ur native: Aparat, Arabic, English, Hebrew, Latin, Mandarin, Russian, Turkish)
2 (5)	6	Flight (1,000 kph; Object +2, Unique Limiter: Only toward wielder +1)
7 (10)	21	Immunity (All Physical Damage; Object +3)
2	6	Skill Group: Military
1	2	Skill Group: Social
10	20	Weapon: I Have Mace
13 (9)	13	Weapon: Shahur Shockwave (Alternate Attack; Range: 100 metres -3, Stun -1)

RANKS	POINTS	DEFECT
1	-1	Social Fault (Loquacious)
	70	**TOTAL (35 POINT ITEM)**

PORTABLE ZAPPER

LEVEL	POINTS	ATTRIBUTE
4	20	Nullify (Source: Metahuman – Up to 4 Levels; Duration: 1 hour -2, Multiple Attributes -2; Activation: 1 round +1, Charges: 3 times/day +2, Hands +1)
	20	**TOTAL (10 POINT ITEM)**

STAR OF APARAT

The Star of Aparat is one of the most sought-after relics in Sentinel-Earth’s history. Though it can no longer generate the world-shield that kept anti-Concord horrors at bay, the Star remains a source of vast knowledge, astounding magic, and nigh-limitless energy. Even if destroyed, Apratzim’s existence recreates it. It may be Apratzim’s greatest secret that knowledge from every book and scroll ever held in public trust lies within the Star. It cannot reveal knowledge that has always been kept secret, but if written information was ever made available to a community on Earth, it can be found in the Star of Aparat. The historical secrets alone would be enough for some villains to kill for.

STAR OF APARAT

LEVEL	POINTS	ATTRIBUTE
6	12	Armour (Armour Rating 30)
3	3	Capacity (5 people or 1 tonne)
2 (4)	20	Dynamic Powers (Primal: Magic -2; Detectable: Magic +1, Environmental: While in physical contact with Star +3)
6	6	Energised (+60 Energy Points)
2	2	Features (Basic AI, Identity Verifier)
3 (10)	3	Immovable (-100 metres knockback; Ignore: Magi-Science Reprogramming +1, Object +3, Permanent +3)
6 (10)	6	Immutable (+20 roll bonus to resist bodily effects; Ignore: Magi-Science Reprogramming +1, Object +3)
1 (4)	1	Mind Shield (+8 roll bonus to resist mental intrusion; Environmental: While in physical contact with Star +3)
1 (5)	5	Regeneration (25 Health Points/round; Detectable: Magic +1, Object +3)
1 (5)	5	Regeneration (25 Energy Points/round; Detectable: Magic +1, Environmental: While in physical contact with Star +3)
1 (3)	2	Reincarnation (1 day; Difficult to Stop: Must destroy Apratzim -1; Object +3)
10	10	Unique Attribute (Aware of all recorded publicly available human knowledge that has ever existed)
1	5	Unique Attribute (Omniglot – Comprehends all languages)

RANKS	POINTS	DEFECT
3	-6	Awkward Size (Size 3: Mammoth – 10 metres)
2	-4	Wanted (People across the multiverse)
	70	**TOTAL (35 POINT ITEM)**

SUPER-SOLDIER BOOSTER

The most stable formula descended from Sentinel-Earth's Project Anodyne, the Super-soldier Booster formula grants a modest superhuman physique to the subject, if it works. The person applying the temporary version of the formula (4 Point Item) must make a Mind-based Science Skill Group roll with a TN of 15. If the application is successful, the subject gains the Super-Soldier Attributes below and becomes incredibly strong, fast, and resilient, able to endure almost any environment and heal most injuries for the next hour. Significant failure can result in catastrophic mutations.

The permanent variation (13 Point Item) has a TN of 18; if the lead scientist fails to a significant degree, the subject will be lucky to perish. Since the booster is a one-time injection, the one-hour Activation Limiter is primarily for narrative purposes and does not adjust the effective Level. Furthermore, the Backlash Limiter is only assigned once, but it functions at +3 effective Levels (i.e. the booster produces horrifying results if the person giving the injection fails their TN 18 Science Skill Group roll by any margin).

Since this is the formula that created Commander Deva – and its biochemical enhancements are not vulnerable to classic zappers – applicants continue to brave the dangers.

SUPER-SOLDER BOOSTER

LEVEL	POINTS	BOOSTER ATTRIBUTES
4 (8)	8	Metamorphosis: Super-Soldier (+40 Points; Duration: 1 hour -2; Activation: 1 round +1, Backlash +2, Charges: Once a day +3)
	8	**TOTAL (4 POINT ITEM)**

LEVEL	POINTS	CREATOR ATTRIBUTES
17 (8)	34	Metamorphosis: Super-Soldier (+40 Points; Duration: Permanent -10; Activation: 1 hour +0, Backlash +1 – functions at +3)
	34	**TOTAL (17 POINT ITEM)**

LEVEL	POINTS	SUPER-SOLDIER ATTRIBUTES
1	2	Armour (Armour Rating 5)
4	8	Augmented (Body)
1	5	Regeneration (5 Health Points/round)
7	14	Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Lack of Sleep, Lack of Sustenance, Poison)
1	3	Superspeed (100 kph)
1	8	Superstrength (500 kg; +10 unarmed damage)
	40	

PROTECTIVE DEVICES

Many types of suits and masks offer more protection than simply the Armour Attribute. A few examples are included herein.

CONVENTIONAL SUITS

Present-day technology provides for a wide variety of protective suits. Whether designed for deep water or outer space, even superheroes must sometimes employ mundane options.

DEEP-SEA DIVING SUIT

This pressurised, helmeted suit allows a person to dive to depths of nearly 800 metres.

DEEP-SEA DIVING SUIT

LEVEL	POINTS	ATTRIBUTE
6	12	Armour (Armour Rating 30)
3	3	Features (Camera, Comms, Data Backup, Lights, Life Support Systems, Sensors)
6 (3)	12	Resilient (Intense Cold, High Pressure, Lack of Air; Complete -3)

RANKS	POINTS	DEFECT
2	-6	Impaired Manipulation (Rudimentary Manipulation)
2	-6	Physical Impairment (Can't move without help)
	15	**TOTAL (7 POINT ITEM)**

GAS MASK

A gas mask protects against tear gas and similar attacks, but imposes a major obstacle (page 172) on all dice rolls requiring peripheral vision.

GAS MASK

LEVEL	POINTS	ATTRIBUTE
2 (1)	4	Resilient (Airborne Toxins; Complete -1)

RANKS	POINTS	DEFECT
1	-3	Sensory Impairment (Sight)
	1	**TOTAL (0 POINT ITEM)**

GOGGLES AND EAR PROTECTION

This gear provides a major edge (page 172) to resist the effects of laser blinding, flash-bang grenades, and similar audio or visual hazards, but it impairs normal conversations (requires a radio) .

GOGGLES/EAR PROTECTION

LEVEL	POINTS	ATTRIBUTE
2	4	Resilient (Intense Light, Intense Sound)
RANKS	**POINTS**	**DEFECT**
1	-3	Sensory Impairment (Hearing)
	1	**TOTAL (0 POINT ITEM)**

HAZMAT SUIT

This hazardous materials suit provides extreme protection against any radiation, viruses, toxins, or atmospheric gasses.

HAZMAT SUIT

LEVEL	POINTS	ATTRIBUTE
1	2	Armour (Armour Rating 5)
2	2	Features (Chemical Resistance, Comms, Life Support Systems)
4 (2)	8	Resilient (Lack of Air, Radiation; Complete -2)
	12	**TOTAL (6 POINT ITEM)**

SPACE SUIT

This sturdy suit can sustain its wearer for a few hours in space but has restricted mobility.

SPACE SUIT

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
2	2	Features (Comms, Lights, Life Monitors)
1 (2)	3	Flight (Environmental: Vacuum +1)
9 (5)	18	Resilient (Intense Cold, Intense Heat, Lack of Air, Low Pressure: Complete -4; Radiation)
RANKS	**POINTS**	**DEFECT**
1	-3	Physical Impairment (Restricted Mobility)
	24	**TOTAL (12 POINT ITEM)**

WET SUIT

This skin-tight suit provides thermal protection while underwater by trapping a layer of water between the diver's skin and the suit that is naturally heated by the body.

WET SUIT

LEVEL	POINTS	ATTRIBUTE
1	1	Feature (Light Armour – Armour Rating 3)
1	2	Resilient (Cold Water 1)
	3	**TOTAL (1 POINT ITEM)**

HYPER-TECHNOLOGY SUITS

These suits must be purchased as Items or as Power Flux/ Dynamic Powers inventions by heroes in modern superhero settings but are available as Gear to characters from sufficiently advanced societies. Monitor Corps Armour is as much a superhero origin as it is an Item, adapting to its wearer and developing Attributes beyond its base capabilities. It is therefore found in the Templates chapter (page 54).

ANIMAL MULTISUIT

While these suits are most often found among magical societies as enchanted Items, high-tech variants are used on rare occasions by explorers with the need to endure in multiple environments. Once a character dons this form-fitting bodysuit, they gain numerous innate animal abilities, including armour, movement, weapons, perception, communication, defence, and survival.

ANIMAL MULTISUIT

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
4	4	Features (Camouflage, Direction Sense, Gills, Heat Regulation, Long Tongue, Low-Light Vision, Mimic Sound, Nictitating Membrane, Perfect Pitch, Retractable Claws, Spacial Sense, Weather Sense, Webbed Feet)
2	2	Jumping (x10 normal)
	10	**TOTAL (5 POINT ITEM)**

CHAMELEON SUIT

This high-tech suit covers the body completely and adapts its colour dynamically to match the surrounding environment. This makes it very difficult to see the wearer. Chameleon suits are popular Items in super-science organisations, including SECTOR and the Wardenclyffe Agency on Sentinel-Earth.

CHAMELEON SUIT

LEVEL	POINTS	ATTRIBUTE
1 (2)	2	Undetectable (Sight 2; Nonadjacent -1)
	2	**TOTAL (1 POINT ITEM)**

PERSONAL OFFENSIVE FIELD GENERATOR

One of many force field innovations developed by Zulfiqar – ironically, she developed this device during the Haud Crisis in Earth's defence – this device generates a resilient force field for up to one hour when activated. The field can prevent incorporeal entities and attacks from bypassing it and regenerate Levels of effectiveness when damaged. A character can also use the force field offensively to penetrate the weaker fields of nearby enemies, bypassing their Armour Ratings for unencumbered attacks.

FIELD GENERATOR

LEVEL	POINTS	ATTRIBUTE
5 (3)	20	Force Field (Armour Rating 30; Blocks Incorporeal -1, Field-Penetrating -1, Regenerating -1; Timed: 1 hour +1)
	20	TOTAL (10 POINT ITEM)

UNION SUIT

These spandex-like suits with integral cowls and filtration systems protect their wearers from a wide variety of hazards. They protect against small arms fire, but their primary purposes are to allow wearers to operate in any environment – and protect them from effects that neutralise their powers. UNION is zealous about maintaining the secrecy of the nullification shield, coveted by rivals around the world. The technology is all but ubiquitous among interstellar adventurers with meta-powers, who wear similar outfits in their own battles. Mystics have enchanted variants, though they always qualify as Items.

UNION SUIT

LEVEL	POINTS	ATTRIBUTE
4	8	Armour (Armour Rating 20)
4 (6)	4	Immutable (+12 roll bonus to resist bodily effects; Environmental: Anti-metahuman effects only +2)
2	2	Features (Camera, Comms, Life Support Systems, Sensors)
7	14	Resilient (Airborne Toxins, Intense Cold, Intense Heat, Intense Light, Intense Sound, Lack of Air, Low Pressure)
RANKS	POINTS	DEFECT
2	-2	Conditional Ownership (UNION)
	26	TOTAL (13 POINT ITEM)

VALKYRIE CORPS ARMOUR

Sentinel-Earth's most advanced mass-production powered armour is used by UNION's Valkyrie Corps, an elite search and rescue force deployed in major disasters. "Mass production" is a bit of a misnomer on Earth, as only 32 of these suits exist. UNION's interstellar allies were impressed that Earth had managed to create a suit similar to one of their own older designs. Valkyrie herself wears a more advanced suit tailored to her skills and imprinted with her neural pattern.

VALKYRIE CORPS ARMOUR

LEVEL	POINTS	ATTRIBUTE
8	16	Armour (Armour Rating 40)
1	1	Capacity (1 person or 200 kg in rescue sling)
4	8	Data Access (100 metres)
3	3	Features (Alarm System, Comms, GPS, Medical Kit, Modern Vehicle Tech Suite, Tool Kit)
3 (4)	9	Flight (300 kph; Detectable: Electromagnetism +1)
4 (5)	4	Healing (25 Health Points; Charges: 6 times/day +1)
9 (7)	18	Resilient (Airborne Toxins, Lack of Air: Complete -2; Intense Cold, Intense Heat, Low Pressure, Radiation, Underwater)
3	3	Sensory Block (Infrared, Radar, Sonar; Range: 10 metres -2; Charges: 6 times/day +1, Ignore: Non-technological scanning +1)
2	2	Supersense (Infravision; 100 metres)
3 (2)	2	Supersense (Radar; 1 km; Detectable: Radar +1)
1 (2)	1	Supersense (Sonar; 100 metres; Detectable: Sonar -1)
2	2	Supersense (Ultravision; 100 metres)
1	8	Superstrength (500 kg; +10 unarmed damage)
2 (3)	2	Water Speed (100 kph; Detectable: Electromagnetism +1)
8 (4)	16	Weapon: Vibro-Stun Cannon (Flare: Sound -1, Range: 10 metres -2, Stun -1)
8 (-1)	8	Weapon: Plasti-Foam (Anaemic -2, Lethargy: All movements -2, Range: 30 metres -2, Tangle: 15 Health Points -3)
RANKS	POINTS	DEFECT
1	-3	Special Requirement (Frequent Maintenance)
	100	TOTAL (50 POINT ITEM)

VEHICLES

Along with specialised Weapons and Items, many costumed adventurers use vehicles both mundane and unique. As with all Items, halve the Point costs of all vehicles (rounding down) if they are acquired as part of the Item Attribute.

USING VEHICLES

A vehicle must usually be piloted or driven by a character. The vehicle's operator uses their Stats when the vehicle must make a dice roll. If a vehicle has multiple occupants, which requires purchasing the Capacity Attribute, only one operator can control it at any time. Some Attributes the vehicle possesses can be used by any appropriate driver or passenger, though Weapons must have the Helper Enhancement to permit alternate or multiple gunners. Other Attributes, such as Resilient (page 109), will protect the occupants and the vehicle itself. Consider the normal use of the vehicle when adjudicating the Attributes and Defects.

USEFUL ATTRIBUTES

Certain Attributes are especially useful to vehicles. First, it must be assigned one or more of Flight, Jumping, Ground Speed, Spaceflight, Superspeed, Teleport, or Water Speed Attributes to move. Assign the Capacity Attribute to carry more than one person or 100 kg of cargo. If the vehicle can manipulate things with arms – the Extra Arms Attribute is only required for more than two prehensile arms – giving it equivalent Levels of Superstrength is a good idea as well. All vehicles made of durable materials should be assigned multiple Levels of the Armour Attribute. Assign the Features (Basic AI) Attribute to a semi-autonomous vehicle if it can operate independently without a driver or pilot.

USEFUL DEFECTS

Certain Defects are also very appropriate for many vehicles. Awkward Size (page 153) should be assigned to any vehicle massing over 200 kg or measuring over 3 metres long, wide, or high. Special Requirement (page 163) is suitable for vehicles that require extra fuel or regular maintenance. Defects that are implied by the vehicle's status as an inanimate object (like Impaired Manipulation, Physical Impairment, etc.) should not be assigned unless it has a humanoid design or imposes relevant limitations on the operator.

LOCATIONS

The same guidelines that apply to vehicle Items apply to stationary Items. They usually do not have any Attribute that permits them to move themselves, nor are they assigned any Defects such as Confined that are redundant with their lack of mobility. They may be assigned specific movement Attributes, such as Teleport (page 122), to indicate that it can translocate other people, though. In most cases, locations should not cost Character Points beyond any truly exotic features such as the Pocket Dimension Attribute, since superheroes are rarely able to take advantage of them (see the "Bases of Operation" sidebar, above).

DESIGNING VEHICLES: SIMPLICITY

You should design vehicles based on the correct feel for the campaign rather than strict adherence to what is or is not in the vehicles. In particular, GMs should not go overboard with Features. Anything that is implied by the vehicle's size or by other Attributes can be assumed to be there. For example, a large modern naval vessel has dozens of navigation systems, workshops, mess halls, television sets, winches, and numerous other elements. These might be Features worth mentioning on a small vessel, but since the vehicle has already been assigned the Capacity Attribute at Level 10 (i.e. it can host 1,000 occupants), such Features are assumed to be included. If desired for balance, one application of the "Modern Vehicle Tech Suite" Feature is sufficient to cover all equipment appropriate to the vehicle's design and purpose.

CONVENTIONAL VEHICLES

These are vehicles suitable for a modern-day or near-future setting such as Sentinel-Earth. Unless noted otherwise, a vehicle's fuel endurance is assumed to be similar to a human: for best operation, it needs refuelling or recharging after eight hours of activity. Modern vehicles may be purchased as Gear, though combat vehicle operation is heavily restricted in all human societies, requiring high levels of the appropriate Connected Attribute for legal use.

AUTOMOBILE, PASSENGER

The basic motor vehicle of the 21st century. Automobiles have four wheels and are normally powered by a gasoline internal combustion engine or rechargeable battery. It has room for five people or one tonne of cargo. Possible variations include: ambulance (add Features: Medical Equipment and Lights/Siren, increase Awkward Size), VIP limousine (add Features: Luxurious Interior and Puncture-Proof Tires, increase Armour and Awkward Size), environmental mini-car (reduce Armour, Capacity, and Awkward Size), etc. Costumed adventurers should not have to pay Character Points for passenger automobiles, as they are most often used in superhero conflicts as Huge Object projectiles.

AUTOMOBILE, PASSENGER

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
3	3	Capacity (5 People or 1 tonne)
1	1	Features (Modern Vehicle Tech Suite)
3 (5)	3	Ground Speed (250 kph; Detectable: Hearing +1, Road-Bound +1)
RANKS	**POINTS**	**DEFECT**
2	-4	Awkward Size (Size 2: Huge - 5 metres)
	7	**TOTAL (3 POINT ITEM)**

AUTOMOBILE, SPORTS CAR

This agile vehicle accelerates rapidly, steers precisely, and brakes positively. It sacrifices comfort for speed and only has room for one driver and one passenger. Possible variations include: racing car (decrease Armour and Capacity, add Features: Camera), assault car (increase Armour, add Weapons and Features: Oil Slick and Rotating License Plate), etc. A sports car is sufficiently useful to qualify for one Gear slot. Assault cars should always be Items.

AUTOMOBILE, SPORTS CAR

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
1	1	Capacity (2 People or 500 kg)
1	1	Features (Modern Vehicle Tech Suite)
4 (6)	4	Ground Speed (500 kph; Detectable: Hearing +1, Road-Bound +1)
RANKS	**POINTS**	**DEFECT**
1	-2	Awkward Size (Size 1: Large - 4 metres)
	8	**TOTAL (4 POINT ITEM)**

BUS

A passenger coach bus has room to seat 30-50 passengers comfortably and is well protected if it gets into an accident. Even for most super-strong metahumans, buses are unwieldy weapons, making them more likely sources of collateral damage and innocents in need of rescue than projectiles. Possible variations include: touring bus (Features: Luxurious Interior), tow truck (reduce Capacity and Awkward Size, add Features: Towing Equipment), etc.

BUS

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
6	6	Capacity (50 People or 10 tonnes)
1	1	Features (Comms, Modern Vehicle Tech Suite)
2 (4)	2	Ground Speed (125 kph; Detectable: Hearing +1, Road-Bound +1)
1	1	Tough (+10 Health Points)
RANKS	**POINTS**	**DEFECT**
3	-6	Awkward Size (Size 3: Mammoth - 15 metres)
	8	**TOTAL (4 POINT ITEM)**

COMMERCIAL AIRLINER

A passenger aeroplane roughly equal to a Boeing 737 or Airbus A320, this workhorse of the skies is the most common form of jet airliner in the world. Capable of carrying between 100 and 200 passengers plus luggage, the airliner can fly thousands of kilometres before refuelling. Larger airliners have corresponding increases to Capacity and Awkward Size. Cargo planes are similar to commercial airliner game statistics, with Capacity dedicated to equipment rather than people. Military cargo craft are much more likely to have Supersense (Radar), however.

COMMERCIAL AIRLINER

LEVEL	POINTS	ATTRIBUTE
3	6	Armour (Armour Rating 15)
9	9	Capacity (500 people or 100 tonnes)
3	3	Features (Alarm System, Camera, Comms, Flight Instruments, GPS, Medical Kit, Modern Vehicle Tech Suite, Tool Kit)
2 (5)	6	Flight (1,000 kph; Detectable: Hearing +1, Maintain +1, Spread+1)
3	6	Resilient (Intense Cold, Lack of Air, Low Pressure)
RANKS	**POINTS**	**DEFECT**
6	-12	Awkward Size (Size 6: Colossal – 70 metres)
1	-3	Special Requirement (Frequent Maintenance)
	15	**TOTAL (7 POINT ITEM)**

CONSTRUCTION VEHICLE

This system represents a tracked vehicle like a bulldozer, crane, or excavator capable of moving between up to 10 tonnes. Such vehicles come in a variety of shapes and sizes, with each suited to a particular purpose. A construction vehicle's Superstrength represents its lifting, digging, or pushing capability separate from its Capacity, as defined by its specific variation of the Localised Limiter. Smaller vehicles may have only Superstrength Level 2; the largest cranes can lift as much as 1,000 tonnes (Level 6).

CONSTRUCTION VEHICLE

LEVEL	POINTS	ATTRIBUTE
3	6	Armour (Armour Rating 15)
2	2	Capacity (5 people or 1 tonne)
2	2	Features (Alarm System, Modern Vehicle Tech Suite, Tool Kit)
2 (3)	2	Ground Speed (25 kph; Detectable: Hearing +1)
1 (3)	8	Superstrength (10 tonnes; Activation: 1 round +1, Localised: Lifting/moving apparatus +1)
RANKS	**POINTS**	**DEFECT**
3	-6	Awkward Size (Size 3: Mammoth - 10 metres)
	14	**TOTAL (7 POINT ITEM)**

HELICOPTER, CIVILIAN

This common civilian helicopter is most often used by police, firefighters, and news agencies. This chopper is intended for observation and travel, ranging from traffic reports to co-ordinating disaster relief. Quick and agile, this model of helicopter is able to manoeuvre well in urban areas.

HELICOPTER, CIVILIAN

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
3	3	Capacity (5 people or 1 tonne)
3	3	Features (Alarm System, Camera, Comms, Flight Instruments, Medical Kit, Modern Vehicle Tech Suite, Tool Kit)
3 (4)	9	Flight (300 kph; Detectable: Hearing +1)

RANKS	POINTS	DEFECT
3	-6	Awkward Size (Size 3: Mammoth - 10 metres)
1	-3	Special Requirement (Frequent Maintenance)
	10	**TOTAL (5 POINT ITEM)**

HELICOPTER, MILITARY

A helicopter similar to the AH-1Z Viper or AH-64 Apache. It is powered by turbine engines and armed with a chin-mounted auto cannon and stub wings with rocket or missile pods. The attack helicopter is a popular countermeasure choice for governments attempting to suppress metahuman opposition. On occasion, they can even be effective. The average attack helicopter seats two crew. Possible variations include: rescue helicopter (increase Capacity, add Features: Medical Equipment, remove Features: Radar Detector, Sensory Block, Supersense, and Weapons), news chopper (reduce Armour, Capacity, and Flight, remove Features: Radar Detector, Sensory Block, Supersense, and Weapons), etc. As one of the most potent military vehicles available in the modern world, an attack helicopter should only serve as Gear in military confrontations such as alien invasions or robot army assaults. This applies to all following military vehicles.

HELICOPTER, MILITARY

LEVEL	POINTS	ATTRIBUTE
6	12	Armour (Armour Rating 30)
1	1	Capacity (2 People or 500 kg)
2	2	Features (Comms, Flight Instruments, Modern Vehicle Tech Suite, Radar Detector, Tool Kit)
3 (4)	9	Flight (300 kph; Detectable: Hearing +1)
2	2	Sensory Block (Infrared, Radar)
3	3	Supersense (Infrared Vision; 1 km)
28 (21)	56	Weapon: Anti-Tank Missiles (Area: 10 metres -2, Helper -1, Penetrating -2, Range: 10 km -5; Activation: 1 round +1, Ammo: 6 shots +1, Stoppable: 1 round +1)
20 (13)	20	Weapon: Rocket Pods (Alternate Attack; Area: 10 metres -2, Helper -1, Range: 1 km -4, Spreading: 3 targets -2; Ammo: 6 shots +1; Inaccurate +1)
16 (9)	16	Weapon: Automatic Cannon (Alternate Attack; Autofire -3, Helper -1, Range: 1 km -4; Ammo: 6 shots +1)

RANKS	POINTS	DEFECT
3	-6	Awkward Size (Size 3: Mammoth - 15 metres)
1	-3	Special Requirement (Frequent Maintenance)
1	-2	Weak Point (Rotors – Difficult to hit)
	110	**TOTAL (55 POINT ITEM)**

JET FIGHTER

If the grunts cannot handle the problem, call for air support! Used by the USA, Japan, Israel, and Saudi Arabia, these statistics are based on the F-15 Eagle – one of the most effective jet fighters in service. In spite of their formidable speed and weaponry, jet fighters are rarely the best choice to deal with dangerous metahumans due to their limitations. Possible variations include: stealth bomber (add Undetectable: Radar and Weapons), fighter plane (remove Features, Resilient, Sensory Block, Supersense, and Missiles, reduce Flight and Awkward Size), etc.

JET FIGHTER

LEVEL	POINTS	ATTRIBUTE
5	10	Armour (Armour Rating 25)
2	2	Features (Comms, Ejection Seat, Flight Instruments, Modern Vehicle Tech Suite, Radar Detector)
4 (6)	12	Flight (3k kph; Detectable: Hearing +1, Maintain +1)
2 (1)	4	Resilient (Lack of Air: Complete -1)
1	1	Sensory Block (Radar)
3 (4)	3	Supersense (Radar; Detectable: Radar +1; 10 km)
29 (24)	58	Weapon: Air-to-Air Missiles (Homing: Radar -2, Range: 100 km -6; Ammo: 6 shots +1, Stoppable: 1 minute +2)
14 (8)	14	Weapon: 20mm Gatling Gun (Alternate Attack; Autofire -3, Range: 1 km -4; Ammo: 6 shots +1)

RANKS	POINTS	DEFECT
4	-8	Awkward Size (Size 4: Gigantic - 20 metres)
1	-3	Special Requirement (Frequent Maintenance)
1	-3	Special Requirement (Frequent Refuelling)
	90	**TOTAL (45 POINT ITEM)**

LUXURY YACHT

The wealthy buy sports cars, mansions, and sometimes private jets. The truly rich purchase yachts, travelling the seas in opulent supremacy. While yachts are another opportunity for heroes to rescue wealthy targets of villainy, they are also popular choices for villains looking for luxurious, yet secluded, meeting locations. They also make disposing of evidence as simple as throwing materials – or victims – over the side. Multi-billionaires sometimes have even larger, more opulent yachts with resources like helicopter landing pads. Villains with hyper-technology and a taste for espionage can make yachts submersible with the Resilient: Underwater (Complete) Attribute.

LUXURY YACHT

LEVEL	POINTS	ATTRIBUTE
3	6	Armour (Armour Rating 15)
6	6	Capacity (50 people or 10 tonnes)
3	3	Features (Alarm System, Comms, GPS, Luxurious Decor, Medical Kit, Modern Vehicle Tech Suite, Tool Kit)
3	3	Water Speed (100 kph)
RANKS	**POINTS**	**DEFECT**
4	-8	Awkward Size (Size 4: Gigantic - 25 metres)
	10	**TOTAL (5 POINT ITEM)**

MOTORCYCLE

A motorbike is popular with street gangs, highway patrol officers, and urban vigilantes, as well as the coolest high school students. Normal motorcycle ownership should cost no more than a single Gear slot for a superhero. Possible variations include: police cycle (add Features: Radio and Lights/Siren), rocket motorcycle (increase Ground Speed), etc.

MOTORCYCLE

LEVEL	POINTS	ATTRIBUTE
1 (2)	2	Armour (Armour Rating 10; Localised +1)
1	1	Features (Modern Vehicle Tech Suite)
3 (5)	3	Ground Speed (250 kph; Detectable: Hearing +1, Road-Bound +1)
	6	**TOTAL (3 POINT ITEM)**

NUCLEAR SUBMARINE

Though not as fast as their surface counterparts, a deep-water, nuclear-powered military sub is sometimes the better tool for the job. The sub hosts a crew complement of nearly 200, with several dozen required at all times for effective operation and monitoring. Its infrared and sonar detection assist in both navigation and combat against enemy vessels. Torpedoes are its main offensive battery against submerged or surface targets (such as other subs, aircraft carriers, and naval destroyers); long-range missiles are the preferred choice for land and air targets. Assisting in its defence are sonar decoys that act as false targets for incoming torpedoes. The sub's enormous size and water propulsion mechanics make it difficult to perform quick or elegant manoeuvres.

Submarine rescues are among the most challenging missions for superheroes. They are often the result of confrontations with aquatic species; while only hyper-technology vessels can surpass this model in a modern Earth-based campaign, they have little chance against sentient forces native to the seas. To date, no explorer has found an underwater civilisation on Sentinel-Earth – but at least one equivalent exists in the Esoterrena. Perhaps even Empire City's superheroes have yet to uncover the mysteries of the deep.

NUCLEAR SUBMARINE

LEVEL	POINTS	ATTRIBUTE
8	16	Armour (Armour Rating 40)
8	8	Capacity (250 People or 50 tonnes)
2	2	Features (Camera, Comms, Escape Capsule, Modern Vehicle Tech Suite, Tool Kit)
2	2	Ranged Defence (Torpedo Decoy)
7 (4)	14	Resilient (High Pressure, Intense Cold, Underwater: Complete -3; Mechanical Endurance)
4	4	Supersense (Infrared Vision; 10 km)
4 (5)	4	Supersense (Radar; 100 km; Detectable: Radar +1)
1 (2)	1	Water Speed (30 kph; Potent -1; Delay: several hours -2)
40 (30)	80	Weapon: Missiles (Accurate -2, Area: 1 km -4, Helper -1, Penetrating -6, Range: 1k km -7; Activation: 1 hour +3, Assisted: small group +2, stoppable: 1 hour +4, Unreliable +1)
30 (21)	30	Weapon: Torpedoes (Alternate Attack; Area: 10 metres -2, Helper -1, Penetrating -5, Range: 100 km -6; Activation: 1 round +1, Environmental: Underwater +1, Stoppable: 1 hour +3)
RANKS	**POINTS**	**DEFECT**
7	-14	Awkward Size (Size 7: Enormous - 180 metres)
2	-6	Special Requirement (Large Crew)
1	-1	Unique Defect (Poor Manoeuvrability)
	140	**TOTAL (70 POINT ITEM)**

POWERBOAT

A typical cruising speedboat, with room for four passengers. Its open top provides little protection to the occupants. Possible variations include: hydrofoil (reduce Armour and Water Speed), racing speedboat (reduce Capacity), etc. A standard speedboat should also cost one Gear slot, though at least one Level of Wealth is recommended to cover maintenance and storage.

POWERBOAT

LEVEL	POINTS	ATTRIBUTE
1 (2)	2	Armour (Armour Rating 10; Localised +1)
3	3	Capacity (5 People or 1 tonne)
1	1	Features (Modern Vehicle Tech Suite)
2 (3)	2	Water Speed (100 kph; Detectable: Hearing +1)
RANKS	**POINTS**	**DEFECT**
2	-4	Awkward Size (Size 2: Huge - 8 metres)
	4	**TOTAL (2 POINT ITEM)**

SAILBOAT

One of humanity's oldest forms of transportation, this sailing ship is the equivalent to a modern coastal cruiser used by wealthy hobbyists. Unlike earlier vessels, the modern sailboat can be managed by two sailors with some difficulty, though this larger version can carry up to 25 passengers in cramped conditions. Earlier sailing ships tended to be much larger, often loaded with cannons to defend themselves against pirates. Modern superheroes most often see these ships when rescuing their passengers from disaster, whether generated by natural or superhuman means.

SAILBOAT

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
5	5	Capacity (25 People or 5 tonnes)
2	2	Features (Comms, GPS, Medical Kit, Modern Vehicle Tech Suite, Tool Kit)
1	1	Water Speed (10 kph; Potent -2; Assisted: Sailors +1, Environmental: Wind +1)
RANKS	**POINTS**	**DEFECT**
3	-6	Awkward Size (Size 3: Mammoth - 12 metres)
	6	**TOTAL (3 POINT ITEM)**

TANK, HEAVY

Heavy tanks are the backbone of modern military forces. They provide strong mobile firepower while ensuring protection for the crew in almost any environment. The vehicle has a crew of four: a driver, a gunner who uses the main 120mm cannon and its coaxial 7.62mm machine gun, a loader who assists the gunner and also performs maintenance, and a commander who also uses the .50 calibre machine gun, sensors, and smoke grenade launcher. A tank of this sort can stand up to almost any foe … except for powerful metahumans and invading aliens! Possible variations include: armoured personnel carrier (reduce Armour, increase Capacity, remove sabot and HEAT Weapons, remove Unique Defect), mini-tank (reduce Armour, reduce Weapons), etc.

TANK, HEAVY

LEVEL	POINTS	ATTRIBUTE
12	24	Armour (Armour Rating 60)
2	2	Capacity (4 People or 1 tonne)
2	2	Features (Comms, Low-Light Vision, Tool Kit)
2 (3)	2	Ground Speed (50 kph; Detectable: Hearing +1)
2 (1)	4	Resilient (Airborne Toxins: Complete -1)
4 (2)	4	Sensory Block (Infrared, Sight – smoke grenades; Area: 10 metres -2, Duration: 1 hour -2; Activation: 1 round +1, Ammo: 6 shots +1)
3	3	Supersenses (Infrared Vision; 1 km)
22 (15)	44	Weapon: 120mm gun, sabot ammo (Accurate -1; Helper -1; Penetrating -3; Range: 10 km -5; Activation: 1 round +1; Assisted: 1 person +1; Hands +1)
21 (13)	21	Weapon: 120mm gun, HEAT ammo (Alternate Attack; Area: 10 metres -2; Helper -1; Penetrating -4; Range: 10 km -5; Alt-Munition +1, Activation: 1 round +1; Assisted: 1 person +1; Hands +1)
14 (6)	14	Weapon: Commander's .50-calibre machine gun (Alternate Attack; Autofire -3, Helper -1, Penetrating -1, Range: 1 km -4; Ammo: 6 shots +1)
12 (6)	12	Weapon: 7.62mm coaxial machine gun (Alternate Attack; Autofire -3, Helper -1, Range: 1 km -4; Ammo: 6 shots +1; Hands +1)
RANKS	**POINTS**	**DEFECT**
3	-6	Awkward Size (Size 3: Mammoth - 9 metres)
2	-6	Unique Defect (Half Armour on Side and Rear)
	120	**TOTAL (60 POINT ITEM)**

HYPER-TECHNOLOGY VEHICLES

These high-tech vehicles would be at home in any interstellar comic book society, including those in Sentinel-Earth's Milky Way. This section also includes super-technology vehicles that can be found on Sentinel-Earth, though the use of any requires high levels of Connected. Regular operation of any such vehicle in a modern world requires purchasing the vehicle as an Item.

AEROSPACE STRIKE FIGHTER

This agile fighter spacecraft design is designed with mobility and versatility in mind. The backbone of many interstellar civilisations, the aerospace fighter features both atmospheric and space flight capabilities. This basic design is not capable of interstellar travel, and squadrons are transported between systems on massive carriers. Its plasma pulse cannons can tear through other fighters and battleship force screens, allowing pilots to take kill shots with their plasma missiles. In the Sentinel-Earth universe, both the Haud Regime and Stellar Alliance make regular use of this design, based on their limited understanding of Nimbus technology. Haud variations tend to focus on increased toughness and firepower, while the average Alliance pilot prefers speed and mobility.

AEROSPACE STRIKE FIGHTER

LEVEL	POINTS	ATTRIBUTE
4	8	Armour (Armour Rating 20)
3	3	Features (Comms, Ejection Seat, Flight Instruments, Grappling Hook, Life Monitoring Systems, Modern Vehicle Tech Suite, Tachyon Radio)
5 (6)	15	Flight (3k kph; Detectable: Hearing, Sight +1)
1 (3)	4	Force Field (Armour Rating 30; Detectable: Radiation +1, Impacting +1)
10 (5)	20	Resilient (Intense Cold, Intense Heat, Lack of Air, Low Pressure, Radiation: Complete -5)
1 (2)	1	Spaceflight (Slow Interplanetary; Detectable: Radiation +1)
5 (6)	5	Supersense (Sensor Field; 1,000 km; Detectable: Radiation +1)
24 (16)	48	Weapon: Plasma Pulse Cannons (Autofire -3, Range: 10 km -5)
22 (20)	22	Weapon: Plasma Missile (Alternate Attack; Homing: Radiation -1, Penetrating -1, Range: 100 km -6; Activation: 1 round +1, Ammo: 6 shots +1, Backblast +1, Fieldless +1, Stoppable: 5 rounds +2)
RANKS	**POINTS**	**DEFECT**
3	-6	Awkward Size (Size 3: Mammoth - 10 metres)
	120	**TOTAL (60 POINT ITEM)**

INTERSTELLAR BATTLESHIP

At an astounding two kilometres long, bristling with weapons and protected by powerful force screens, the interstellar battleship is an inspiration to allies and a terror to enemies. Though incapable of entering a planet's atmosphere, these space superiority platforms can bombard most planetary surfaces from the safety of orbit. Shunting force shield energy to fantastic hyperdrives; these battleships can travel between star systems in a matter of days. The vessel has sleeping quarters, kitchen galleys, and recreation facilities for over one thousand crew members – with nearly two hundred required at all times for operational readiness – plus massive cargo bays to host dozens of smaller vessels, such as the Aerospace Strike Fighters above. In direct contrast to their approach to fighter craft, Ethos-class Haud ships tend towards increased mobility, sacrificing size and shield power for atmospheric entry, while Stellar Alliance capital ships build on the strengths of the design.

INTERSTELLAR BATTLESHIP

LEVEL	POINTS	ATTRIBUTE
12	24	Armour (Armour Rating 60)
11	11	Capacity (2,500 people or 400k tonnes)
3	3	Features (Artificial Gravity, Basic AI, Comms, Flight Instrumentation, Hyper-Navigation System, Tachyon Radio, Tool Kit)
6 (7)	24	Force Field (Armour Rating 70; Regenerating -1, Detectable: Radiation +1, Impacting +1)
2 (6)	6	Immunity (Anti-projectile defence grid; Charges: 6 times/day +1, Detectable: Sight +1, Unpredictable +2)
1	4	Power Variation (Force Field and Spaceflight; Potent +3; Acceleration: every 2 rounds -3)
11 (6)	22	Resilient (Intense Cold, Intense Heat, Lack of Air, Low Pressure, Radiation: Complete -5; Mechanical Endurance)
2	2	Spaceflight (Slow Interplanetary)
6 (7)	6	Supersense (Radiation; 10k km; Detectable: Radiation +1)
35 (25)	70	Weapon: Missile Pods (Area: 100 metres -3, Helper -1, Homing: Radiation -2, Range: 1k km -7; Stoppable: 1 minute +3)
29 (18)	29	Weapon: Plasma Pulse Cannons (Alternate Attack; Autofire -3, Helper -1, Range: 1k km -7)
25 (14)	25	Weapon: Laser Batteries (Alternate Attack; Accurate -2; Helper -1, Range: 10k km -8)
RANKS	**POINTS**	**DEFECT**
10	-20	Awkward Size (Size 10: Monumental – 2,000 metres)
2	-6	Special Requirement (Large Crew)
	200	**TOTAL (100 POINT ITEM)**

MECHA

A favourite of anime-inspired super-inventors and large-eyed alien heroes, this six-metre-tall, flight-capable piloted giant robot serves as a high-tech space-capable mobile assault system. It is equipped with rockets for space manoeuvring for a short time and twin fans for quiet atmospheric flight. The Stellar Alliance uses a handful of mecha, replacing the Gatling Gun with a shoulder-mounted Assault Blaster Rifle. Most Haud admirals disdain mecha as impractical. Other forces deploy more advanced variations, in particular the Luteni, who use psionic flight systems and arm their mecha with melee weapons to fight the Unthinkable Legion.

MECHA

LEVEL	POINTS	ATTRIBUTE
12	24	Armour (Armour Rating 60)
3	3	Features (Comms, Ejection Seat, Flight Instruments, Grappling Hook, Life Monitoring Systems, Medical Kit, Modern Vehicle Tech Suite)
1 (3)	3	Flight (100 kph; Potent -1; Recovery: 1 hour of rest for every 1 minute of use +3)
3	3	Ground Speed (50 kph)
10 (5)	20	Resilient (Intense Cold, Intense Heat, Lack of Air, Low Pressure, Radiation: Complete -5)
2	2	Sensory Block (Infrared, Radar)
1	1	Spaceflight (10k kph; Potent -3; Recovery: 1 hour of rest for every 1 minute of use +3)
3	3	Supersense (Infrared Vision; 1 km)
3	24	Superstrength (10 tonnes; +30 unarmed damage)
17 (11)	34	Weapon: Missile Pack (Area: 10 metres -2; Homing: Radar -1; Range: 1 km -4; Ammo: 6 shots +1)
13 (7)	13	Weapon: 30mm Gatling Gun (Alternate Attack; Autofire -3; Penetrating -1; Range: 100 metres -3; Ammo: 6 shots +1)
RANKS	**POINTS**	**DEFECT**
2	-4	Awkward Size (Size 2: Huge - 6 metres)
1	-3	Special Requirement (Frequent Refuelling)
1	-3	Special Requirement (Frequent Maintenance)
	120	**TOTAL (60 POINT ITEM)**

MERCURY JET

Most superhero teams that earn monikers like “world’s greatest” custom-build fantastic jets that can transport the team around the world at a moment’s notice. The Mercury Jet is the Guard’s equivalent of such a vehicle, capable of bringing Sentinel-Earth’s greatest superheroes to any corner of the world in under two hours. UNION uses similar jets. As heavily armoured as any aircraft on Earth and armed with a rapid-fire stun cannon, a Mercury Jet is usually the first target of a savvy supervillain. Access to similar vehicles may be considered as part of the Gear Attribute for Stellar Alliance enforcement units, who favour the stun blaster approach when dealing with criminals.

MERCURY JET

LEVEL	POINTS	ATTRIBUTE
6	12	Armour (Armour Rating 30)
5	5	Capacity (25 people or 5 tonnes)
3	3	Features (Alarm System, Camera, Comms, Flight Instruments, Identity Verifier, Life Monitoring Systems, Medical Kit, Modern Vehicle Tech Suite, Radar Detector, Tool Kit)
6 (7)	18	Flight (10k kph; Detectable: Hearing +1)
6 (4)	12	Resilient (Airborne Toxins, Lack of Air: Complete -2; Intense Cold, Low Pressure)
1	1	Sensory Block (Radar)
3 (4)	3	Supersense (Radar; 10 km; Detectable: Radar -1)
3	3	Supersense (Infrared Vision; 1 km)
19 (10)	38	Weapon: Stun Cannon (Autofire -3, Helper -1, Range: 1 km -4, Stun -1)
16 (8)	16	Weapon: Laser Grid (Alternate Attack; Accurate -2; Helper -1, Range: 10 km -5)
RANKS	**POINTS**	**DEFECT**
4	-8	Awkward Size (Size 4: Gigantic – 25 metres)
1	-3	Special Requirement (Frequent Maintenance)
	100	**TOTAL (50 POINT ITEM)**

PHASE BOARD

Artificer created these urban hoverboards for a South Korean gimmick-villain and her gang, but the Geoli Seopeo (“Street Surfers”) met with an unfortunate (and explosive) end before they could return to pick them up. Having no use for them himself, Artificer doubled his income by selling them into the open market. The small, skateboard-sized platform uses anti-grav repulsor tech and gyro stabilisers to hover up to a metre off the ground and skim along at respectable speeds. Its AI-assisted flying programme and high manoeuvrability make the rider difficult to target with ranged attacks. The board and its rider can rapidly shift into an incorporeal state to fly through attacks and physical obstacles, though the maximum phase duration is limited to five seconds. The rider can also fire the board’s paralysis beam in a forward-facing cone to temporarily immobilise (but not harm) targets.

PHASE BOARD

LEVEL	POINTS	ATTRIBUTE
3 (5)	9	Change State (Phase Shifted; Quick Change -1; Acceleration: 2 rounds +3)
2	2	Expertise (Major Edge; Dodging ranged attacks while flying)
1	1	Features (Basic AI, Highly Manoeuvrable)
2 (3)	6	Flight (100 kph; Skim +1)
4 (-1)	8	Weapon: Paralysis Beam (Accurate -1, Incapacitating -2, Multidimensional -1, Range: 10 metres -2; Environmental: Forward-facing cone only +1)
	26	**TOTAL (13 POINT ITEM)**

SPACE FREIGHTER

This interstellar freighter makes a good smuggling or pirate ship in a space campaign. It has wings and vectored thrust systems that enable it to land on or take off from a planet, as well as a reactionless drive that can exceed light speed in deep space. Few humans will ever see a space freighter, but an independent band of interstellar adventurers might employ this model of starship. Such vessels might have formidable modifications, or they could be relics of space travel, with unreliable systems held together by spot-welding and sheer desperation.

SPACE FREIGHTER

LEVEL	POINTS	ATTRIBUTE
15	30	Armour (Armour Rating 75)
8	8	Capacity (10 people and 50 tonnes; 50k tonnes In Space)
2	2	Features (Comms, Flight Instrumentation, Medical Kit, Tachyon Radio, Took Kit)
5 (6)	15	Flight (1k kph; Detectable: Hearing +1)
11 (6)	22	Resilient (Intense Cold, Intense Heat, Lack of Air, Low Pressure, Radiation: Complete -5; Mechanical Endurance)
6	6	Spaceflight (Slow Faster-Than-Light)
4 (5)	4	Supersense (Radar; 100 km; Detectable: Radar +1)
24 (15)	48	Weapon: Laser Turret A (Accurate -2; Helper -1; Range: 100 km -6)
24 (15)	24	Weapon: Laser Turret B (Alternate Attack; Accurate -2; Helper -1; Range: 100 km -6)
16 (9)	16	Weapon: Mini Laser (Accurate -1; Helper -1; Range: 10 km -5)
RANKS	**POINTS**	**DEFECT**
6	-12	Awkward Size (Size 6: Colossal - 80 metres)
1	-3	Special Requirement (Frequent Maintenance)
	160	**TOTAL (80 POINT ITEM)**

WARDENCLYFFE PULSE CARRIER

The Pulse Fighter's much larger cousin, carriers represent vast flying battleships bristling with weapons. They host enormous crews that aid superhero teams but who often need rescue as well. Given that few teams can afford the Character Points for a Pulse Carrier, they can be reliably expected to be disabled, shot down, or suborned by enemy forces in major confrontations. On the other hand, aerial ships are really cool. The Pulse Carrier represents the pinnacle of Wardenclyffe technology, but similar vessels can be found in Stellar Alliance Sun Guards. Simply add a few Levels of Spaceflight to create such local defence forces.

PULSE CARRIER

LEVEL	POINTS	ATTRIBUTE
10	20	Armour (Armour Rating 50)
10	10	Capacity (1,000 people or 200 tonnes)
3	3	Features (Alarm System, Camera, Comms, Flight Instruments, Identity Verifier, Life Monitoring Systems, Medical Kit, Modern Vehicle Tech Suite, Radar Detector, Tool Kit)
3 (5)	9	Flight (1,000 kph; Detectable: Electromagnetism, Hearing, Sight +2)
6 (4)	12	Resilient (Airborne Toxins, Lack of Air: Complete -2; Intense Cold, Low Pressure)
5 (6)	5	Supersense (Radar; 1,000 km; Detectable: Radar +1)
6	6	Tough (+60 Health Points)
26 (18)	54	Weapon: Homing Pulse (Homing: Nimbus Energy -2, Helper -1, Penetrating -3, Range: 10k km -5; Assisted +1, Stoppable: 5 rounds +2)
22 (15)	22	Weapon: Blaster Cannons, Port (Alternate Attack; Autofire -3, Helper -1, Range: 1 km -4; Assisted +1)
22 (15)	22	Weapon: Blaster Cannons, Starboard (Alternate Attack; Autofire -3, Helper -1, Range: 1 km -4; Assisted +1)
RANKS	**POINTS**	**DEFECT**
7	-14	Awkward Size (Size 7: Enormous – 175 metres)
2	-6	Special Requirement (Large Crew)
1	-3	Special Requirement (Frequent Maintenance)
	140	**TOTAL (70 POINT ITEM)**

PULSE FIGHTER

LEVEL	POINTS	ATTRIBUTE
6	12	Armour (Armour Rating 30)
3	3	Features (Alarm System, Camera, Comms, Ejection Seat, Flight Instruments, Identity Verifier, Medical Kit, Modern Vehicle Tech Suite, Radar Detector, Tool Kit)
4 (6)	12	Flight (3k kph; Detectable: Electromagnetism, Hearing, Sight +2)
10 (5)	20	Resilient (Intense Cold, Intense Heat, Lack of Air, Low Pressure, Radiation: Complete -5)
3 (4)	3	Supersense (Radar; 10 km; Detectable: Radar +1)
20 (13)	40	Weapon: Coil Cannon (Autofire -3, Range: 1 km -4)
19 (12)	19	Weapon: Homing Pulse (Alternate Attack; Homing: Nimbus Energy -1; Penetrating -2, Range: 10 km -5; Stoppable: 1 round +1)
RANKS	**POINTS**	**DEFECT**
3	-6	Awkward Size (Size 3: Mammoth – 10 metres)
1	-3	Special Requirement (Frequent Maintenance)
	100	**TOTAL (50 POINT ITEM)**

WARDENCLYFFE PULSE FIGHTER

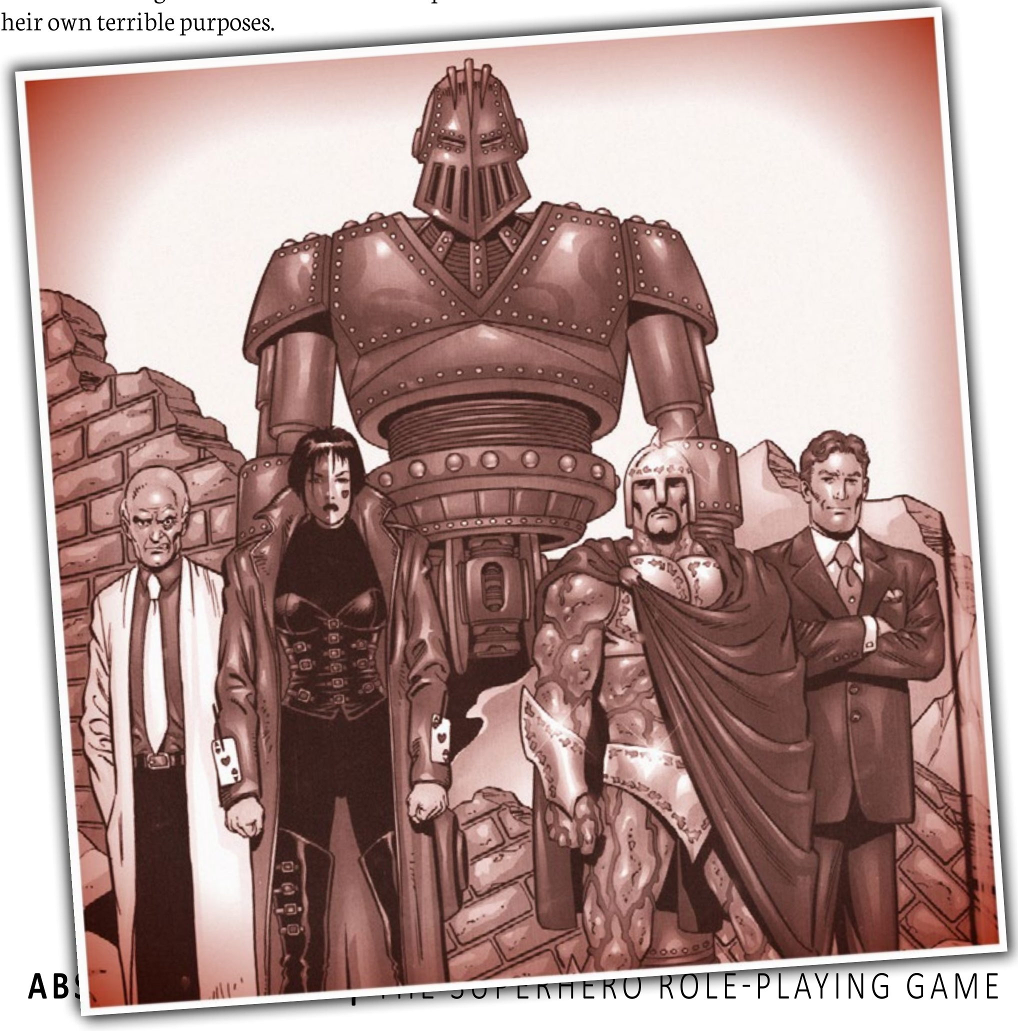
What could be a simple patrol craft in a more advanced society is global agency super-science on Earth. The pulse fighter is an example of anti-supervillain technology deployed to suppress robot armies and zombie hordes. It is even capable of bringing down lower-powered metahumans in one-on-one combat. Pulse fighters use electromagnetic energy to fly, fire bolts of lightning, and direct packets of homing "smart" energy. On Sentinel-Earth, the Wardenclyffe Agency deploys pulse fighters in the most dire of circumstances to protect human freedom. To simulate the classic flying car variant, add Levels of Alternate Form, Capacity, and Ground Speed, then lower Awkward Size by one.

ZAPPER TRUCK

This heavily armoured prison transport is designed for one purpose: bringing captured metahumans from battlefields to prison cells. As Superpower Crisis Response teams can attest, the real trick is getting a supervillain into a Zapper Truck. Once that is managed, the integral nullification field reduces a criminal's powers significantly, leaving most metahumans powerless. Wealthy municipalities have special docking bays where the truck can plug directly into a zapper cell with identical technology. Most regions, however, must render captives unconscious or find other ways to force compliance. In liberal democracies, zapper trucks are associated with courageous and specialised law enforcement teams. In other parts of the world – and sometimes, in those liberal democracies as well – ruthless organisations use them to capture metahumans for their own terrible purposes.

ZAPPER TRUCK

LEVEL	POINTS	ATTRIBUTE
8	16	Armour (Armour Rating 40)
4	4	Capacity (10 people or 2 tonnes)
2	2	Features (Alarm System, Comms, Medical Kit, Modern Vehicle Tech Suite, Tool Kit)
3 (5)	3	Ground Speed (250 kph; Detectable: Hearing +1, Road-Bound +1)
4 (5)	20	Nullify (Source: Metahuman – Up to 4 Levels; Multiple Attributes -2, Environmental: Internal +3)
1	2	Resilient (Airborne Toxins)
1 (2)	1	Supersense (Radar; 100 metres; Detectable: Radar -1)
12 (6)	24	Weapon: 7.62mm coaxial machine gun (Autofire -3, Helper -1, Range: 1 km -4; Ammo: 6 shots +1; Hands +1)
9 (4)	9	Weapon: Water Cannon (Alternate Attack; Helper -1, Range: 100 metres -3, Spreading: 3 targets -2, Stun -1; Ammo: 6 shots +1, Hands +1)
RANKS	**POINTS**	**DEFECT**
3	-6	Awkward Size (Size 3: Mammoth – 25 metres)
1	-3	Special Requirement (Frequent Maintenance)
	72	**TOTAL (36 POINT ITEM)**



BREAKING ITEMS

Battles between powerful foes often result in a great deal of collateral damage. How effective is a manhole cover as a shield? How much damage can a telephone pole deliver before it breaks?

ITEM ARMOUR RATINGS

The Armour Rating of an Item indicates how much damage the object can stop, and it is dependent on the hardness and thickness of the material from which the object is made, the size of the object, how fragile the working parts may be, and how well it is constructed. For example, a hollow aluminium pole will be far weaker than a solid aluminium pole of the same size. Table 10-4: Item Armour Ratings provides rough Armour Ratings for common objects. GMs are encouraged to use this chart as a basis when determining the Armour Rating of other objects encountered in their games, adjusting for the material from which the object is made, the thickness of the material, the quality of construction, and other similar factors. For Ranged Weapons, "working Weapons" – Items with delicate working mechanisms, like those found in guns and crossbows – are classified differently than "simple Weapons" (which are Items without working parts).

VEHICLES WITH NON-UNIFORM ARMOUR

Most vehicles don't have uniform Armour Ratings throughout their entire structure. Glass windows, general body coverings, and areas protecting important mechanical structures may have wildly varying Armour Ratings. Since the Absolute Power rules are intended to be more narrative than realistic, a reasonable average Armour Rating is determined for vehicles instead. Similar guidance can apply to any object or equipment.

ITEM HEALTH POINTS

An Item's Health Points are equal to its Armour Rating. This value can be increased or decreased with the Tough Attribute or Fragile Defect.

ITEM DAMAGE

If the Item suffers more damage than its Armour Rating, the excess damage is deducted from its Health Points. If its Health Points are ever reduced to zero, it ceases to function in its given task (i.e. a car will no longer run, a gun will no longer fire, etc.). The Item is not destroyed – it is simply rendered non-functional and can be repaired later and returned to normal. Additionally, if the Item suffers five times its Armour Rating in damage in one attack, regardless of how many Health Points it has remaining, it is completely destroyed – it is beyond repair and must be completely rebuilt or replaced. Finally, if an object suffers repeated damage – roughly 5 to 10 times within a short period of time (GM discretion) – it may suffer sufficient damage to break.

SIZE AND DAMAGE

Larger Items may not suffer the same fate as smaller Items if the damage it receives is more localised (such as firing a plasma pistol into a Gigantic mecha's left appendage). GMs should view all Item damage through a narrative lens to determine its impact.

10-4: ITEM ARMOUR RATINGS

OBJECT	ARMOUR RATING
Bench/Table, Metal	15
Bench/Table, Wood	15
Cement Barrier	30
Door, Car	15
Door, Vault	200
Door, Wooden	15
Dumpster, Metal	20
Furniture, Wood	10
Ladder, Metal	5
Manhole Cover	30
Steel Cables	20
Steel Girder	40
Stop Sign	5
Telephone Pole, Metal	10
Telephone Pole, Wood	30
Tree, Giant	100
Tree, Large	50
Tree, Medium	25
Tree, Small	15
Armour	See Table 10-2: Armour
Shields	See Table 10-3: Shields
Melee Weapons	2x Weapon Level* (see Table 10-1: Weapons)
Simple Ranged Weapons	2x Weapon Level* (see Table 10-1: Weapons)
Working Ranged Weapons	Equal to Weapon Level* (see Table 10-1: Weapons)
Buildings	See Table 10-5: Building Armour Ratings
Planetary Objects	See Table 10-6: Planetoid Armour Ratings

* actual Weapon Level of the Item's highest Weapon Attribute

PENETRATING VS. ITEMS

If a Weapon that has the Penetrating Enhancement (page 134) attacks an Item, the damage is more likely to hasten the Item's destruction. Each assignment of Penetrating reduces the multiplier required to destroy an Item by 1. The converse is true with the Non-Penetrating Limiter, naturally – it increases the required multiplier by 1.

For example, if a character's melee Weapon hits a steel girder, a successful attack must inflict over 200 damage to destroy it (Armour Rating of 40 times 5). If the Weapon was Tokkotai's Muramasa Sword with its 2 Penetrating assignments, however, the character now needs to inflict over 120 damage (Armour Rating of 40 times 3 [5 minus 2 due to the 2 assignments of Penetrating = 3] = 120). Tokkotai needs a critical hit!

DESTROYING BUILDINGS

As a general guide, large Items like buildings – whether they are mainly comprised of stone, brick, wood, or steel – have a 10 Armour Rating for each Size Rank above Medium. If a building suffers more damage than its Armour Rating, it has suffered structural damage – there will be holes in walls and/or floors, powered systems begin to cease working, etc. If the building ever suffers five times its Armour Rating in damage in one attack, some or all of the building will collapse. For example, a mid-sized office building partially collapses if it suffers 250 damage in one attack (5 x 50 Armour Rating); a huge skyscraper can endure 400 damage from a single attack before collapsing (5 x 80 Armour Rating). Characters within or adjacent to a collapsing building may suffer damage equal to 50-200% of the building's original Armour Rating, unless they can reach safety (GM's discretion). As with normal Items, repeated damage may eventually destroy a building.

Weapons without the Area or Spreading Enhancements are much less effective against large structures such as buildings. Any damage that penetrates the building's Armour Rating is halved or quartered, representing the attack only damaging a small area of the structure instead of its core foundation.

10-5: BUILDING ARMOUR RATINGS

TYPE OF BUILDING	SIZE RANKING	ARMOUR RATING
Phone Booth	1	10
Wood Shed	2	20
Three-Bedroom House	3	30
Small Office Building (6 Floors)	4	40
Mid-Sized Office Building (12 Floors)	5	50
Large Office Building (24 Floors)	6	60
Skyscraper (50 Floors)	7	70
Huge Skyscraper (100 Floors)	8	80

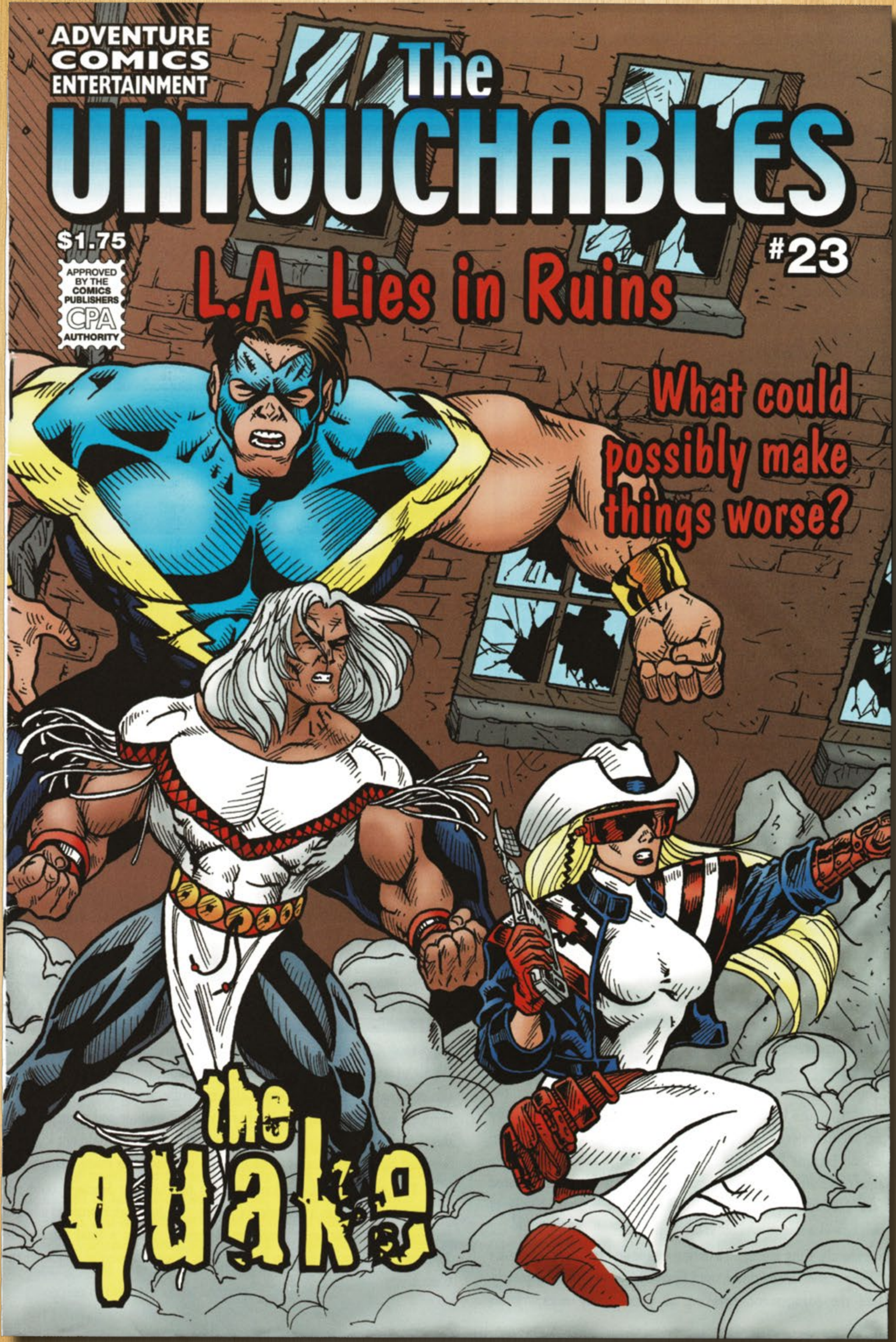
BLOWING UP WORLDS

Really large and dense objects like an asteroid, moon, or planet have exceptionally high Armour Ratings (20 Points for each Size Rank above Medium) representing the massive thickness of rock or gas that surrounds its core. In order to inflict any significant damage to the planet itself (rather than just blowing away cities, vegetation, or other surface features), this Armour Rating must also be penetrated. Only weapons with sufficient assignments of the Area Enhancement to accommodate the planet's Awkward Size Rating are useful, since all other attacks simply do not affect a large enough section of the object to be noticeable.

Table 10-6: Planetoid Armour Ratings shows the Armour Rating of such enormous objects. If an attack delivers more damage than this value, the object has suffered damage necessary to blow away its atmosphere, cause massive earthquakes, tsunami (if it has oceans), and other similar disasters. If an attack inflicts five times this value in one hit, it will actually destroy the world by blasting it into smaller chunks. As with normal Items, repeated damage may eventually destroy a planetoid.

10-6: PLANETOID ARMOUR RATINGS

SIZE OF PLANETOID	AWKWARD SIZE	ARMOUR RATING
Meteor (100 metre radius)	7	140
Small asteroid (1 km radius)	10	200
Medium asteroid (10 km radius)	13	260
Big asteroid (100 km radius)	16	320
The Moon or Io	21	440
Mars or Mercury	22	440
Earth or Venus	23	460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L.A. Lies in Ruins
What could possibly make things worse?
the quake

CHAPTER 11

COMPANIONS AND MINIONS

Superhero adventures are filled with a plethora of potential allies of the players' characters – and of the villains. From endangered civilians to stalwart super-agents to courageous soldiers to ruthless outlaws, NPCs are vital components of every fictional world's rich tapestry. While it may seem that most people the heroes encounter want to outwit, pummel, or simply kill them, the vast majority are at worst indifferent and at best grateful for their efforts.

Included herein is a small sampling of the potential allies and foes that characters may encounter while adventuring. These examples can be used as written, or they can be modified to fit the setting, genre, and storyline better. NPCs are created from Character Points using the same character creation guidelines in Chapters 02 through 07. For further details about NPCs acquired with Character Points, see the Companion (page 74) and Minions (page 98) Attributes.

HUMANS

While superheroes rescue all manner of beings, from wounded concept-spirits to runaway synthetic constructs to captured aliens, Earth-based adventurers will fight alongside humans more often than any other allies. Whatever power, technology, or magic the costumed adventurers may wield, humanity remains at the centre of their conflict. Any of them can be enemies, but most such people will be allies in the pursuit of liberty and justice.

BANDIT

More than mere thugs yet less than hardened killers, bandits are always on the lookout for unwary passers-by so they can rob them down to their skivvies. They've been known to both operate solo and work in small groups. Bandits probably know the surrounding areas better than visiting adventurers, but they can only threaten superpowered heroes in serious numbers.

BANDIT

Size Rank 0: Medium

LEVEL	POINTS	STAT
6	12	Body Stat
4	8	Mind Stat
4	8	Soul Stat

VALUE	DERIVED VALUE
5	Attack Combat Value
4	Defence Combat Value
50 / 40	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
1	1	Attack Mastery
1	1	Gear (Select 2 pieces)
1	2	Skill Group (Street)

RANKS	POINTS	DEFECT
1	-2	Wanted (Local law enforcement)
	30	TOTAL CHARACTER POINTS

BUSINESS PROFESSIONAL

In most modern settings, the noble class no longer exists (at least officially). As millions of protesters lament daily, inherited wealth is the new nobility. Privilege begets privilege, allowing those with the right connections to go into the business of money itself, whether in banking, investment, or management. Business professionals represent the few with the money, connections, and privilege to live in comfort while others struggle day by day. Some professionals are allies of those in need, speaking out to create a better world. Others are less altruistic, more concerned with success than justice. All can find themselves targeted by supervillains in need of resources or hostages.

BUSINESS PROFESSIONAL

Size Rank 0: Medium

LEVEL	POINTS	STAT
5	10	Body Stat
5	10	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
4	Attack Combat Value
4	Defence Combat Value
50 / 50	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3	3	Connected (Select a Corporation)
2	4	Skill Group (Business)
1	2	Skill Group (Social)
2	6	Wealth ($1M)

RANKS	POINTS	DEFECT
1	-1	Inept Attack
1	-1	Inept Defence
1	-2	Obligated (Corporation)
1	-1	Red Tape (Business negotiation approval)
	40	TOTAL CHARACTER POINTS

CRIME BOSS

It takes a savvy, tough, and ruthless leader to rise through criminal ranks – especially in a world of implacable superheroes and insane demigods. These criminal masterminds seemingly own their respective neighbourhoods, cities, and states. Skilled in finance, delegation, and intimidation, they have not forgotten their days on the street and often remain capable of thrashing foes with fists, knives, or bullets. Nevertheless, this crime leader still answers to a higher authority in the syndicate, who is usually someone capable of facing superheroes on equal terms.

CRIME BOSS

Size Rank 0: Medium

LEVEL	POINTS	STAT
6	12	Body Stat
7	14	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
8	Attack Combat Value
8	Defence Combat Value
80 / 65	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
6	6	Connected (Select a crime syndicate)
2	2	Defence Mastery
1	1	Features (Foreign Language: Select One)
3	3	Gear (Various; Up to 10 pieces)
2	4	Skill Group (Business)
1	3	Skill Group (Detective)
3	6	Skill Group (Street)
2	2	Tough
4	12	Wealth ($10M)

RANKS	POINTS	DEFECT
1	-1	Marked (Scars)
1	-1	Shortcoming (Empathy; -2 to rolls)
1	-2	Wanted (Local law enforcement and criminal rivals)

75 TOTAL CHARACTER POINTS

CULTIST

Easily led towards the dark side of life, cultists are mindless drones who are more likely to talk your ear off to get you to join their cause than actually attack. They take the word of their leader as literal gospel. Cultists vary wildly in physical traits since they can come from any social standing at any age. While most are harmless, some can wield terrifying mystical powers. Unfortunately, it's difficult to tell the difference between the harmless and not-so-harmless until it's too late to do anything about it. Sentinel-Earth cultists include Temple of Mars Acolytes (who typically lack other skills) and most servants of Malignance.

CULTIST

Size Rank 0: Medium

LEVEL	POINTS	STAT
4	8	Body Stat
4	8	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
4	Attack Combat Value
4	Defence Combat Value
45 / 45	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Gear (Various; Up to 5 pieces)
1	2	Skill Group (Social)

30 TOTAL CHARACTER POINTS

ECPD DETECTIVE

In a city filled with metahuman crime, detective work becomes more challenging – and dangerous – than ever. With broad educations, knacks for piecing clues together, and competence in firefights, the top police detectives in a superhero world's cities are among the best friends superheroes can have. They also make implacable foes, hunting framed heroes with the same relentless determination. Empire City's most formidable investigators fit this mould, able to track dangerous criminals and bring the system's wrath down on them.

ECPD DETECTIVE

Size Rank 0: Medium

LEVEL	POINTS	STAT
5	10	Body Stat
7	14	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
6	Attack Combat Value (Handgun 10)
6	Defence Combat Value (Ranged 8)
55 / 65	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Connected (Empire City Police)
3	3	Gear (Various; Up to 10 pieces)
1	1	Mulligan (2 re-rolls/session)
2	2	Ranged Attack (Handgun)
1	1	Ranged Defence (Personal)
2	6	Skill Group (Detective)
1	2	Skill Group (Street)

RANKS	POINTS	DEFECT
1	-2	Obligated (Empire City Police Union)
1	-1	Red Tape (Police Business)

50 TOTAL CHARACTER POINTS

HACKTIVIST

Agents of truth and purveyors of lies, champions of accountability and masters of propaganda, hacktivists are the heroes and villains of the digital world. With pseudonyms and anonymity as their costumes and masks, they duel with facts, memes, research, and pure fiction. Few hacktivist miscreants can truly challenge superheroes, but nobler ones are priceless allies. As the "friend in the chair", a hacktivist can monitor combat with drones, hunt down buried data, and expose villainous schemes. Most are defenceless against the rare villains who can find them, relying on their superhuman friends in physical confrontations.

HACKTIVIST

Size Rank 0: Medium

LEVEL	POINTS	STAT
4	8	Body Stat
6	12	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
4	Attack Combat Value (Handgun 10)
4	Defence Combat Value (Ranged 8)
35 / 55	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Connected (Select hacktivist group)
3	3	Gear (Computer Gadgets; Up to 10 pieces)
1	3	Skill Group (Detective)
4	8	Skill Group (Technical)

RANKS	POINTS	DEFECT
1	-1	Easily Distracted (Secrets)
1	-1	Fragile
1	-1	Inept Attack
1	-1	Inept Defence
1	-2	Wanted (Hacked Organisations)
	40	TOTAL CHARACTER POINTS

HIRED GUN

Hired guns are exactly what the name implies. They are not here for your important cause; all they care about is whether or not you can afford to pay them. Coming in all shapes, sizes, experience levels, and personality types, hired guns only stick around for as long as the money lasts. While some might see this as ruthless or cold, these mercenaries think of themselves as "understanding the realities of living in the real world". Most superheroes avoid hired guns (except to battle them), but more pragmatic figures in the metahuman community might employ them to even grim odds.

HIRED GUN

Size Rank 0: Medium

LEVEL	POINTS	STAT
7	14	Body Stat
5	10	Mind Stat
4	8	Soul Stat

VALUE	DERIVED VALUE
5	Attack Combat Value (Selected Ranged 10)
5	Defence Combat Value
55 / 45	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
1	1	Features (Foreign Language: Select One)
2	2	Gear (Various; Up to 5 pieces)
2	2	Ranged Attack (Select Type)
1	2	Skill Group (Business)
1	3	Skill Group (Military)

RANKS	POINTS	DEFECT
1	-2	Wanted (Local enforcement and rivals)
	40	TOTAL CHARACTER POINTS

INFORMANT

Information is like currency; everyone has to have it to survive. Every city has its own network of informants playing various sides of the eternal struggle between justice and vice. Urban prowlers cultivate informants who can keep them up to date on organised crime activity. Wise adventurers also take care of their informants, as criminal organisations make gruesome examples of those they capture.

INFORMANT

Size Rank 0: Medium

LEVEL	POINTS	STAT
6	12	Body Stat
5	10	Mind Stat
4	8	Soul Stat

VALUE	DERIVED VALUE
4	Attack Combat Value (Handgun 10)
4	Defence Combat Value (Ranged 8)
50 / 45	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Skill Group (Academic)
3	6	Skill Group (Social)
2	4	Skill Group (Street)

RANKS	POINTS	DEFECT
1	-1	Inept Attack
1	-1	Inept Defence
	40	TOTAL CHARACTER POINTS

INTREPID REPORTER

No people make more news than superheroes, and that means reporters will not be far behind. Some heroes view them as priceless allies, while others see them as nuisances. Intrepid reporters can, at their best, turn public opinion towards helping those in need and against the corrupt – "comfort the afflicted and afflict the comfortable" is their motto. Comic book reporters, unfortunately, also have a knack for recklessness, sinking scalp-deep into danger to get the scoop.

INTREPID REPORTER

Size Rank 0: Medium

LEVEL	POINTS	STAT
4	8	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE	DERIVED VALUE
5	Attack Combat Value (Handgun 10)
5	Defence Combat Value (Ranged 8)
45 / 70	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3	3	Connected (Select news organisation)
3	3	Skill Group (Occupation: Reporter)
2	6	Skill Group (Detective)

RANKS	POINTS	DEFECT
1	-1	Easily Distracted (News Scoops)
1	-1	Fragile
1	-1	Inept Attack
1	-1	Inept Defence
2	-2	Social Fault (Impulsive, Overconfident)
1	-2	Wanted (Exposed Villains)
	40	TOTAL CHARACTER POINTS

MTU OFFICER

Members of Empire City's Marvels Tactical Unit – or any Superpower Crisis Response force – are trained in a manner similar to SWAT Officers (who share a similar stat build, but mainly deal with non-metahuman threats), but have greater authority and more equipment. In exchange, the city keeps a closer watch on their gear, and due to the grave threat of supervillains, they are always on call. Approximately one in five MTU Officers will be responsible for a portable zapper (found in the Items chapter), increasing the Companion's total value to 60 Character Points.

NUMINOUS SPELLWRIGHT

When average citizens in a world with superheroes think of wizards, they picture supreme spell-casters bending reality with brief incantations. The typical mystic adept has more modest abilities. On Sentinel-Earth, these Spellwrights of the Sanctuary Alliance can provide heroes with a magical boost when they need it most. Such wizards remain students of magic rather than masters, so there is a chance their spells will blow up in their face, or that villains will capture them for dark purposes. Still, they are stalwart allies in the battle for reality itself.

MTU OFFICER

Size Rank 0: Medium

LEVEL	POINTS	STAT
7	14	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
6	Attack Combat Value (Long Gun 10)
6	Defence Combat Value (Ranged 8)
65 / 60	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Connected (Empire City Police)
4	4	Gear (Various; Up to 25 pieces)
2	2	Ranged Attack (Long Gun)
1	1	Ranged Defence (Personal)
1	3	Skill Group (Detective)
1	3	Skill Group (Military)

RANKS	POINTS	DEFECT
1	-2	Obligated (Marvels Tactical Unit)
1	-1	Red Tape (Police business)
	50	TOTAL CHARACTER POINTS

NUMINOUS SPELLWRIGHT

Size Rank 0: Medium

LEVEL	POINTS	STAT
4	8	Body Stat
5	10	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
5	Attack Combat Value (Handgun 10)
5	Defence Combat Value (Ranged 8)
40 / 55	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3	3	Connected (Numinous Covenant)
1 (2)	10	Dynamic Powers (Primal: Magic -2; Backlash +1, Detectable: Hearing, Magic, Sight +2)
1	1	Gear (Select 2 pieces)
1	1	Skill Group (Academic)

RANKS	POINTS	DEFECT
1	-1	Fragile
1	-2	Obligated (Numinous Covenant)
1	-2	Wanted (Sanctuary Alliance's enemies)
	40	TOTAL CHARACTER POINTS

PERSONAL ASSISTANT

Overworked and underpaid, personal assistants keep civilisation running. Whether in business, government, or activism, the personal assistant ensures that information, instructions, and supplies get where they need to go. Most wealthy adventurers rely on personal assistants to keep their mundane lives running smoothly while they save the world. Quite often, these heroes recognise the assistant's value, promoting them over less capable (or trustworthy) members of the organisation. Personal assistants are not hunted by a hero's enemies as often as other close allies, but insightful villains target them, recognising their value.

PERSONAL ASSISTANT

Size Rank 0: Medium

LEVEL	POINTS	STAT
4	8	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
4	Attack Combat Value (Handgun 10)
4	Defence Combat Value (Ranged 8)
40 / 60	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Connected (Select Employer)
1	1	Heightened Awareness (+2 roll bonus to awareness)
2	2	Skill Group (Academic)
2	4	Skill Group (Business)
2	4	Skill Group (Social)

RANKS	POINTS	DEFECT
1	-1	Fragile
1	-1	Inept Attack
1	-1	Inept Defence
1	-2	Obligated (Employer)

40 TOTAL CHARACTER POINTS

PURITAN CYBORG

On any Earth that produces metahumans, some mundane folk will naturally become resentful. Not all superhero worlds create such menaces in large numbers, but human nature will not be denied. Ironically, super-technology is necessary to create the ultimate soldier for such movements. On Sentinel-Earth, that toxic union of advanced science and regressive belief takes the form of Puritan Cyborgs. These ruthless super-soldiers embody a movement of fear and hate, determined to wipe "the metahuman menace" out of existence. Armed with advanced military gear, the superhuman strength and toughness of Puritan Cyborgs represent their real menace. These prototype models are obvious to sight and magnetic scanners, and vulnerable to electrical attacks.

PURITAN CYBORG

Size Rank 0: Medium

LEVEL	POINTS	STAT
4 (10)	8	Body Stat
4	8	Mind Stat
4	8	Soul Stat

VALUE	DERIVED VALUE
8	Attack Combat Value (Handgun 10)
6	Defence Combat Value (Ranged 8)
70 / 40	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
5 (6)	10	Augmented (Body; Detectable: Electromagnetism +1)
6	12	Armour (Armour Rating 30)
2	2	Attack Mastery
3	3	Combat Technique (Brutal, Lethal Blow, Lightning Reflexes)
3	3	Connected (Puritan Protectorate)
4	4	Gear (Various; Up to 25 pieces)
1	3	Skill Group (Military)
1 (2)	8	Superstrength (2 tonnes; +20 unarmed damage; Detectable: Electromagnetism +1)

RANKS	POINTS	DEFECT
2	-4	Achilles Heel (Electromagnetic attacks)
3	-3	Marked (Cyborg)
2	-4	Obligated (Puritan Protectorate)
1	-1	Social Fault (Bigoted)
1	-1	Unappealing (Cybernetic horror)
2	-4	Vulnerability (Strong electromagnetic fields)
1	-2	Wanted (Metahuman organisations and numerous governments)

50 TOTAL CHARACTER POINTS

REAPER KNIGHT

Worlds with costumed adventurers tend to produce assassins that border on the superhuman. Trained for years in the strange and terrible arts, and armed with baroque weaponry, they form armies of death. On Sentinel-Earth, this breed of assassin is known as the Reaper Knight. These well-trained murderers can harness a fraction of their life force to leap and run beyond human abilities and frequently leave no trace of their presence other than a corpse. If pressed, they are fierce warriors in open combat but are unaccustomed to defending themselves in close quarters.

REAPER KNIGHT

Size Rank 0: Medium

LEVEL	POINTS	STAT
9	18	Body Stat
5	10	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
9	Attack Combat Value
7	Defence Combat Value (Ranged 9)
75 / 55	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3	3	Attack Mastery
3	3	Combat Technique (Blind Fighting, Concealment, Portable Armoury)
3	3	Connected (Mordred Society)
1	1	Defence Mastery
1	1	Heightened Awareness (+2 awareness bonus)
3	3	Gear (Combat Equipment; Up to 10 pieces)
1	1	Jumping (x3 normal; 48/3 metres forward/up)
	15	Item: Reaper Arsenal (30 Points)
1	1	Ranged Defence (Personal)
2	6	Skill Group (Military)
3	3	Special Movement (Balance, Fast, Untrackable)
1	3	Wealth ($300k)

RANKS	POINTS	DEFECT
2	-4	Obligated (Mordred Society)
2	-4	Skeleton in the Closet (Wetwork)
	75	TOTAL CHARACTER POINTS

REAPER ARSENAL

LEVEL	POINTS	ATTRIBUTE
3	6	Armour (Armour Rating 15)
3 (4)	6	Undetectable (Hearing 2, Sight 2; Nonadjacent +1)
3	3	Special Movement (Swinging, Wall-Crawling 2)
5	10	Weapon: Reaper Sword
5	5	Weapon: Reaper Chain (Alternate Attack; Flexible -2, Reach -1; Backlash +2, Hands +1)
	30	TOTAL (15 POINT ITEM)

SABAEAN EAGLE CORPS GUARDIAN

The greatest warriors of recently revealed Sabaea are its Throne Guard. Most formidable among their number are the Eagle Corps, trained to wield the fantastic winged harnesses that grant them flight and enhanced strength. Their combination of armour, weaponry, and training makes Eagle Corps heroes the greatest bodyguards on Earth. While elite forces of hidden nations will be unique from one reality to another, swapping out wing armour for appropriate gear should allow for comparable forces in extraordinary kingdoms. Sabaean mastermind, Wainaba, is the enemy of all Guardians.

EAGLE CORPS GUARDIAN

Size Rank 0: Medium

LEVEL	POINTS	STAT
8	16	Body Stat
7	14	Mind Stat
8	16	Soul Stat

VALUE	DERIVED VALUE
9	Attack Combat Value
9	Defence Combat Value
80 / 75	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
4	4	Combat Technique (Blind Shooting, Extended Range, Judge Opponent, Portable Armoury)
3	3	Connected (Throne Guard)
2	2	Defence Mastery
4	4	Gear (Combat Equipment; Up to 25 pieces)
2	2	Heightened Awareness (+4 awareness bonus)
	10	Item: Eagle Corps Wing Armour (20 Points)
3	9	Skill Group (Military)

RANKS	POINTS	DEFECT
1	-1	Nemesis (Wainaba)
2	-4	Obligated (Throne Guard)
1	-2	Wanted (Puritan Protectorate, Organisation Wotan)
	75	TOTAL CHARACTER POINTS

WING ARMOUR

LEVEL	POINTS	ATTRIBUTE
3 (4)	9	Flight (300 kph; Spread +1)
2	4	Resilient (Airborne Toxins, Lack of Air)
1	8	Superstrength (500 kg; +10 unarmed damage)

RANKS	POINTS	DEFECT
1	-1	Conditional Ownership (Throne Guard)
	20	TOTAL (10 POINT ITEM)

SENATOR

Politicians have a bad reputation as a group, but they are invaluable allies. When every aspect of life becomes political, from legal minutiae to basic health facts, having a legislator on the heroes' side can be priceless. In the United States, members of the Senate wield the most legislative power due to the nation's arcane system, but House members have significant influence as well. In most other democracies, the equivalent role is Minister of Parliament (adjust the Connected Attribute's Power accordingly). American Senators tend to be wealthy and influential but are constantly sought by the press, and will have at least one rival working to win the next election.

SENATOR

Size Rank 0: Medium

LEVEL	POINTS	STAT
4	8	Body Stat
5	10	Mind Stat
7	14	Soul Stat

VALUE	DERIVED VALUE
4	Attack Combat Value (Handgun 10)
4	Defence Combat Value (Ranged 8)
45 / 60	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
8 (6)	8	Connected (US Senator; Great Power -2)
1	1	Features (Foreign Language: Select One)
2	4	Skill Group (Business)
2	2	Skill Group (Occupation: Politician)
4	8	Skill Group (Social)
4	12	Wealth ($10M)

RANKS	POINTS	DEFECT
1	-1	Fragile
1	-2	Hounded (Famous politician)
1	-1	Inept Attack
1	-1	Inept Defence
1	-1	Nemesis (Rival Politician)
1	-1	Skeleton in the Closet (Select One)
	60	TOTAL CHARACTER POINTS

SHINOBI

What superhero setting is complete without a cadre of ninja prepared to deal death at a moment's notice? Shinobi are enigmas cloaked in mysteries. With rich and deep histories, the shinobi of modern times are proud of their lineage and ability to accomplish jobs quickly and efficiently. Never afraid to get their hands dirty with the stain of blood, shinobi enjoy taking on intriguing jobs that cross their path – from spying on the enemy to assassinating them in the night. There exists a handful of heroic shinobi orders with principles that may ally with groups like the Sanctuary Alliance to protect the world.

SHINOBI

Size Rank 0: Medium

LEVEL	POINTS	STAT
8	16	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
9	Attack Combat Value
9	Defence Combat Value
70 / 60	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
2	2	Defence Mastery
1	1	Heightened Awareness (+2 awareness bonus)
2	2	Gear (Combat Equipment; Up to 5 pieces)
2	6	Skill Group (Adventuring)
1	3	Skill Group (Military)
2	4	Skill Group (Street)
1	1	Special Movement (Select One)

RANKS	POINTS	DEFECT
1	-1	Social Fault (Select One)
	60	TOTAL CHARACTER POINTS

SOLDIER

Having a true soldier in your group means that you will always have someone ready to accept an assignment and carry it out exactly as you order. That is the hallmark of their training. A soldier's mission is not always beneficial to the entire society, but that is the concern of their superiors alone. Soldiers are mostly loyal to their officers, though they do have independence of thought. Be careful not to push soldiers too far lest you have a rebellion on your hands. On superhero worlds, soldiers are more often found doing battle with aliens, robots, and zombies than metahuman forces, but military gear offers soldiers better chances against supervillains (or heroes) than any other mundane humans. Costumed adventurers underestimate military forces at their peril, but the reverse is also true.

SOLDIER

Size Rank 0: Medium

LEVEL	POINTS	STAT
7	14	Body Stat
4	8	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
6	Attack Combat Value (One Ranged 10)
5	Defence Combat Value (Ranged 7)
60 / 45	Health Points / Energy Points
6	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
1	1	Attack Mastery
3	3	Gear (Combat Equipment; Up to 10 pieces)
1	3	Massive Damage
2	2	Ranged Attack (Select Type)
1	1	Ranged Defence (Personal)
1	3	Skill Group (Adventuring)
2	6	Skill Group (Military)

RANKS	POINTS	DEFECT
1	-1	Red Tape (Military Operations)
	50	TOTAL CHARACTER POINTS

STREET TOUGH

These common punks infest nearly every city and can usually be found in busy downtown areas. They deal in petty crimes and can often be bought with only a handful of dollars for your low-level enforcement needs. Most of them are not very smart, though, so if you are looking for a capable mercenary, you will likely find better options at higher prices. For professional members that work for organised crime syndicates, use see the Hired Gun or SWAT Officer entries instead.

STREET TOUGH

Size Rank 0: Medium

LEVEL	POINTS	STAT
7	14	Body Stat
3	6	Mind Stat
3	6	Soul Stat

VALUE	DERIVED VALUE
4	Attack Combat Value (Unarmed 8)
4	Defence Combat Value (Unarmed 6)
70 / 30	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Melee Attack (Unarmed)
1	1	Melee Defence (Unarmed)
2	4	Skill Group (Street)
2	2	Tough

RANKS	POINTS	DEFECT
3	-3	Shortcoming (Agility; -3 to rolls)
1	-2	Wanted (Local law enforcement)
	30	TOTAL CHARACTER POINTS

STREET URCHIN

Many street urchins beg for coins so that they can have a simple piece of bread for the evening. They may have had a stroke of bad luck that led them to the streets and perhaps still dream of returning to their former lives. Some urchins prefer their current situations, though, and would rather beg for their meagre food and shelter than return to their prior conditions. Not even superheroes can help them all, but sometimes, children without homes become targets for villains in need of raw materials.

STREET URCHIN

Size Rank 0: Medium

LEVEL	POINTS	STAT
3	6	Body Stat
3	6	Mind Stat
3	6	Soul Stat

VALUE	DERIVED VALUE
3	Attack Combat Value
3	Defence Combat Value
30 / 30	Health Points / Energy Points
4	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
1	1	Skill Group (Domestic)
3	6	Skill Group (Street)

RANKS	POINTS	DEFECT
1	-2	Ism (Classism)
1	-3	Reduced Damage
	20	TOTAL CHARACTER POINTS

TEMPLE OF MARS SUPPLICANT

More than a cultist but less than a supervillain, supplicants have been touched by greater powers and exhibit hints of potential. Such figures are people of importance within the conspiracy, having valuable skills and knowledge to advance their master's agenda. What supplicants rarely realise is that such power frequently comes with a terrible price. Sentinel-Earth's Temple of Mars grants its supplicants moments of communion with their Titan masters, preparing them for the day when the great gate opens. All know that they will become more Martian; none realise they will no longer be human.

TEMPLE SUPPLICANT

Size Rank 0: Medium

LEVEL	POINTS	STAT
4	8	Body Stat
5	10	Mind Stat
4	8	Soul Stat

VALUE	DERIVED VALUE
5	Attack Combat Value
5	Defence Combat Value
40 / 45	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
1	1	Attack Mastery
1	1	Connected (Temple of Mars)
1	1	Defence Mastery
2	2	Gear (Various; Up to 5 pieces)
1	1	Skill Group (Academic)
1	2	Skill Group (Technical)
	10	Unknown Power (15 Points)
1	3	Wealth ($300k)

RANKS	POINTS	DEFECT
1	-1	Marked (Martian Titan mystic energies)
1	-2	Obligated (Temple of Mars)
2	-4	Skeleton in the Closet (Temple Cultist)
	40	TOTAL CHARACTER POINTS

THULIAN DRAUGAR SOLDIER

Some supervillains find the creation of cyborgs expensive, distasteful, or troublesome. Those with different resources or outlooks turn to biochemical or genetic experiments instead. Mass production super-soldiers are almost never stable, though supervillains willing to create them only care about results. Sentinel-Earth's Thule produces small numbers of enhanced Draugar soldiers that display inherent resilience and formidable physiques. As inhuman creatures, these soldiers pay the price in disturbing appearances and terrible nightmares.

DRAUGAR SOLDIER

Size Rank 0: Medium

LEVEL	POINTS	STAT
9	16	Body Stat
4	8	Mind Stat
3	6	Soul Stat

VALUE	DERIVED VALUE
6	Attack Combat Value (Long Gun 10)
5	Defence Combat Value
60 / 35	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3	6	Armour (Armour Rating 15)
1	1	Attack Mastery
1	1	Combat Technique (Brutal)
2	2	Connected (Thulian Armed Forces)
3	3	Gear (Military Equipment; Up to 10 pieces)
7 (6)	14	Resilient (Pain: Complete -1; Airborne Toxins, Disease, Intense Cold, Lack of Sleep, Poisons)
2	2	Ranged Attack (Long Gun)
1	3	Skill Group (Military)

RANKS	POINTS	DEFECT
2	-2	Marked (Creepy undead-like appearance)
1	-1	Nightmares (Transformation Process)
2	-4	Obligated (Thulian Military)
3	-3	Shortcoming (Agility; -1 to rolls)
2	-2	Unappealing (Horrific Visage)
	50	TOTAL CHARACTER POINTS

THULIAN FROSCHMANNKORPS

Not all human-like creatures under the sea are pretty or curious. Sometimes, the depths produce horrors; humans will even create monsters for their own purposes. Once more, Thule provides the example with a breed of aquatic soldiers based on the biotechnology that created their Kraken. With superhuman strength and the ability to survive underwater indefinitely, Thule's Froschmannkorps ensures that the island nation will not be invaded by sea. As they become more alien, however, these half-squid soldiers might develop agendas of their own.

FROSCHMANNKORPS

Size Rank 0: Medium

LEVEL	POINTS	STAT
8	16	Body Stat
4	8	Mind Stat
4	8	Soul Stat

VALUE	DERIVED VALUE
7	Attack Combat Value
7	Defence Combat Value
60 / 40	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
2	2	Attack Mastery
1	1	Combat Technique (Lethal Blow)
3	3	Connected (Thulian Armed Forces)
2	2	Defence Mastery
4	4	Gear (Military Equipment; Up to 25 pieces)
4 (3)	10	Resilient (Underwater: Complete -1; High Pressure, Intense Cold)
1	3	Skill Group (Military)
1	8	Superstrength (500 kg; +10 unarmed damage)
3	3	Water Speed (100 kph)

RANKS	POINTS	DEFECT
3	-3	Marked (Human-Cephalopod Hybrid)
2	-4	Obligated (Thulian Military)
1	-3	Special Requirement (Hourly aquatic immersion)
2	-2	Unappealing (Horrific Visage)
	60	TOTAL CHARACTER POINTS

THULIAN SECRET SERVICE AGENT

Every overlord needs loyal agents to protect the organisation's leaders and eliminate the opposition. Some countries refer to bodyguards as a "secret service", but secrecy means the operatives can kill and vanish without a fuss. Kreuzritter's Secret Service protects Thule's king in political situations, but their master also calls on them to eliminate lesser obstacles to his plans. Their methods of elimination tend to be discreet and effective. Such villainous operatives are not expected to face superheroes in direct combat, since ambushes are their speciality.

THULIAN SECRET SERVICE

Size Rank 0: Medium

LEVEL	POINTS	STAT
7	14	Body Stat
5	10	Mind Stat
4	8	Soul Stat

VALUE	DERIVED VALUE
7	Attack Combat Value (Handgun 11)
6	Defence Combat Value
55 / 45	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
1	1	Combat Technique (Portable Armoury)
4	4	Connected (Thulian Intelligence)
1	1	Defence Mastery
4	4	Gear (Various; Up to 25 pieces)
	9	Item: Thulian SS Equipment (18 Points)
2	2	Ranged Attack (Handgun)
2	6	Skill Group (Adventuring)
2	6	Skill Group (Military)

RANKS	POINTS	DEFECT
1	-2	Skeleton in the Closet (Wetwork)
	65	TOTAL CHARACTER POINTS

SECRET SERVICE GEAR

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
1 (2)	3	Flight (30 kph; Glide +1)
1	1	Supersense (Infrared Vision; 10 metres)
1 (2)	2	Undetectable (Infrared, Sight 2; Charges: 6 times/day +1, Nonadjacent +1)
5 (3)	10	Weapon: Thulian Blaster (Range: 100 metres -3; Non-Penetrating +1)

RANKS	POINTS	DEFECT
2	-2	Conditional Ownership (Thule Government)
	18	TOTAL (9 POINT ITEM)

URBAN VIGILANTE

There is no such thing as a "normal" city prowler, but a combination of experience, training, and development has resulted in a core package of skills and equipment. While this companion can represent an adventurer of high competence and modest power of any age, it best models the apprentice to an older, more formidable hero. While these companions will need assistance from time to time, in most cases, they are valuable allies in the battle for justice and freedom.

URBAN VIGILANTE

Size Rank 0: Medium

LEVEL	POINTS	STAT
11	20	Body Stat
9	20	Mind Stat
10	20	Soul Stat

VALUE	DERIVED VALUE
14	Attack Combat Value
14	Defence Combat Value
105 / 95	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
4	4	Attack Mastery
6	6	Combat Technique (Blind Fighting, Brutal, Concealment, Flanking Defence, Multiple Targets, Portable Armoury)
4	4	Defence Mastery
2	2	Features (Ambidexterity, Foreign Languages: Select two, Hypermobility)
5	5	Gear (Combat Equipment; Up to 50 pieces)
2	2	Heightened Awareness (+4 awareness bonus)
	4	Item: Enforcement Armour (Armour 4 – Armour Rating 20; 8 Points)
	2	Item: Glide Cape (Flight 1 (2) – 30 kph; Potent -1; Glide +1, Spread +1; 3 Points)
	4	Item: Masked Helmet (Resilient 4 – Airborne Toxins, Lack of Air, Intense Light, Intense Sound; 8 Points)
2	6	Skill Group (Detective)
2	4	Skill Group (Street)
2	4	Skill Group (Technical)
2	2	Special Movement (Fast, Swinging)

RANKS	POINTS	DEFECT
2	-2	Nemesis (Select Archrival)
2	-4	Skeleton in the Closet (Secret Identity)
1	-1	Significant Other (Select One)
1	-2	Wanted (Criminal Syndicates)
	100	TOTAL CHARACTER POINTS

WARDENCLYFFE AGENT

Worlds of modern adventure have more dangers than they do superheroes, and that's where super-agencies step in. Many also monitor superheroes, making plans to deal with them should they turn against humanity. Some delve into murkier plots in their efforts to protect the world. Sentinel-Earth is fortunate to have the Wardenclyffe Agency, which maintains high standards of training and morality for its Wardens. On occasion, these agents must make hard choices in the field, but for the most part, they are firm allies of Earth's metahuman protectors.

WARDENCLYFFE AGENT

Size Rank 0: Medium

LEVEL	POINTS	STAT
5	10	Body Stat
7	14	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
7	Attack Combat Value
7	Defence Combat Value
55 / 65	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
1	1	Attack Mastery
1	1	Combat Technique (Portable Armoury)
2	2	Connected (Wardenclyffe Agency)
1	1	Defence Mastery
5	5	Gear (Various; Up to 50 pieces)
	10	Item: Warden Tech (20 Points)
1	3	Skill Group (Detective)
1	3	Skill Group (Scientific)
1	2	Skill Group (Technical)

RANKS	POINTS	DEFECT
1	-2	Obligated (Wardenclyffe)
1	-2	Wanted (Temple of Mars, Organisation Wotan)
	60	TOTAL CHARACTER POINTS

WARDEN TECH

LEVEL	POINTS	ATTRIBUTE
3	6	Armour (Armour Rating 15)
1	1	Features (Comms, GPS)
3	6	Resilient (Airborne Toxins, Intense Light, Lack of Air)
2	2	Supersense (Infrared Vision; 100 metres)
3	6	Weapon: Coil Rifle (Range: 10 metres -2; Hands +1, Haywire: Intense Magnetism +1)

RANKS	POINTS	DEFECT
1	-1	Conditional Ownership (Wardenclyffe)
	20	TOTAL (10 POINT ITEM)

MEET CALIBURN

Adam shook his head as he watched the poison pedlars chat with a silhouetted La Madrina by teleconference. *When I was young and stupid, I would have tossed in smoke, jumped down, and started punching. How did I ever survive back then?* He spotted an enforcer alone on watch and pulled him up with a grapple to knock him out.

"Production is still down," the Godmother said, somehow intimidating when completely obscured in voice and form. "I don't want excuses. I want answers. Then I want results."

"With respect, Madrina Bianca," the largest of them replied, careful to bow deeply, "now that Davis has become 'Citizen' Prometheus, he has more time to come after us." Caliburn took out two more guards. "If we can't kill him or go after his family–"

"Family is off limits," La Madrina snapped. Everyone in the room bowed, some literally holding their breath. Caliburn used the opportunity to move into position over the table. Adam's eyes narrowed at the drug processing equipment still there. "Still, I accept that your circumstances are challenging. During your next run, I'll hire a few gimmicks to rob a bank in his patrol route. Besides, we don't have enough of those."

Two of the men looked at each other. "Uh, bank robberies, ma'am?" one asked.

She nodded. "No respect for the classics, these days," La Madrina explained.

Caliburn dropped smoke bombs onto the table, then landed in the periphery of the crowd, starting from there and working his way in. The Scabbard armour's scanners had already locked onto every firearm the men had, and he targeted those first, disarming each when he reached for his gun. Once their ruined weapons were in various corners, Caliburn went to work on the men themselves.

It took him almost two minutes – *damn, but I'm getting slow* – but the precision to bring them all down without lasting harm was worth the effort. Adam shook his hands loose, then glanced at the screen. "Mr. Davis is not your greatest problem, La Madrina," he noted.

"You're old, Caliburn," La Madrina retorted. He bit back a scoff when she steepled her fingers. "Old, foolish, and slow."

The sniper bullet that slammed Caliburn's head into the floor proved her right.

Adam rolled under the table, scanners picking up Heartbreaker using the same perch he had. She cursed and worked on reloading. Not about to give her time to finish, Caliburn grappled over, then up, while La Madrina raged, "I told you not to kill him!"

"Is he dead?" Heartbreaker grunted, tossing aside the rifle when Caliburn reached her position. Pulling twin pistols, she fired on him as she retreated, leaping back through a window.

"Heartbreaker!" Caliburn shouted, diving after her.

He need not have worried. She grappled away, leaping from building to building with grace Adam never had. He grunted, stopping on a corner above a leering gargoyle. "Next time, masked man!" Heartbreaker shouted, then vanished around a skyscraper.

I got lucky this time. Careless.

Adam returned to the warehouse, zip-tied La Madrina's men, then sent the ECPD an "anonymous" tip. When he returned to the main room, checking the beaten mob soldiers to ensure their conditions had not worsened, La Madrina was still on the screen waiting for him to return. "This is pointless, Caliburn. Most of those men will be back on the street within the week."

"If at least one is not, that is a victory," Caliburn retorted, facing Empire City's Godmother.

"Our world never changes. People will always choose this life," she insisted, leaning forward. "Empire City isn't Camelot, and you aren't saving anyone."

"Even if that were true," Caliburn said, "if I convince one person to choose a different life, then my work has been worth it."

"You're a fool," La Madrina said, and Caliburn swore he heard sorrow in her voice. "A mad, ridiculous, noble fool."

The screen went dark. Beneath the mask, Adam permitted himself the tiniest smile.

Anyone can make a new choice, Madrina Bianca. Even you.

NON-HUMANS

Aliens, demons, robots, zombies, and more can all prove deadly foes and capable allies for superheroes. As varied as humanity can be, even when foes have access to advanced technology or basic magic, superheroes can understand their human enemies. From mindless soldiers to godlike masterminds, the threats costumed adventurers face come in limitless varieties.

AILURON OFFICER

Not all aliens are our enemies. When invaders threaten the Earth, strange visitors can be our most valuable allies. Ailuron officers are military advisers from the Stellar Alliance, an enlightened democracy spanning dozens of star systems. Dedicated, capable, and trained to understand the enemy, whether facing Haud colonisers or the Unthinkable Legion, these officers are the heart of the famed Sovereignty Defence Force. Their knowledge ensures that humanity will remain free of alien aggression, While feline, Ailurons resembles humans to a remarkable degree, and personal attachments between the two species are as common as frequency of contact allows.

AILURON OFFICER

Size Rank 0: Medium

LEVEL	POINTS	STAT
9	18	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
11	Attack Combat Value
9	Defence Combat Value
75 / 60	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
4	4	Attack Mastery
3	3	Combat Technique (Brutal, Lethal Blow, Lightning Reflexes)
4	4	Connected (Stellar Alliance Military)
2	2	Defence Mastery
2	2	Features (Ambidexterity, Foreign Language: Select One, Fur, Low-Light Vision, Retractable Claws)
4	4	Gear (Combat Equipment; Up to 25 pieces)
2	2	Heightened Senses (Hearing, Smell)
1	1	Jumping (x3 normal; 27/3 metres forward/up)
1	1	Mulligan (2 re-rolls/session)
3	9	Skill Group (Military)
2	4	Resilient (Intense Cold, Sleep)
3	3	Special Movement (Balance, Cat-Like, Speedburst)

RANKS	POINTS	DEFECT
2	-4	Obligated (Stellar Alliance)
1	-2	Wanted (Haud Regime)
	75	TOTAL CHARACTER POINTS

CHONDROK DIPLOMAT

When humans become involved with alien civilisations, politics are inevitable. Diplomats serve both societies to the best of their abilities, working towards harmonious co-operation. In the Stellar Alliance of Sovereignties, the most famed envoys come from the beetle-like Chondroks, who forged the pacts and treaties that gave birth to their nation. Chondrok diplomats are cheerful and gregarious, and brilliant at forging compromises that provide benefit to all participants. They generally lack the combat skills of their military counterparts, though. Saving a sentient beetle in distress might be the strangest mission some superheroes will face, but that will not make the Chondrok less traumatised by their capture or less grateful for the rescue.

CHONDROK DIPLOMAT

Size Rank 0: Medium

LEVEL	POINTS	STAT
4	8	Body Stat
6	12	Mind Stat
7	14	Soul Stat

VALUE	DERIVED VALUE
4	Attack Combat Value
5	Defence Combat Value
55 / 60	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
1	2	Armour (Armour Rating 5)
5	5	Connected (Stellar Alliance)
1	1	Features (Ultrasonic Communication)
2	2	Skill Group (Occupation: Diplomat)
4	8	Skill Group (Social)
2	2	Supersense (Vibration; 100 metres)
1	1	Special Movement (Fast)

RANKS	POINTS	DEFECT
1	-1	Inept Attack
1	-1	Red Tape (Diplomatic Negotiations)
1	-3	Sensory Impairment (Near-sighted)
	50	TOTAL CHARACTER POINTS

DARK QUEEN'S ETERNAL LEGION

The greatest infantry units in the Dark Queen's vast empire, soldiers of the Eternal Legion (aka the Myrkala Legionnaires) are skilled, dedicated professionals who march on entire worlds to conquer and occupy. Their life-stealing bows are formidable weapons, and their shields can turn powerful attacks back on their enemies; Fairshadow Legionnaires thus overwhelm advanced foes with their own might. Swapping enchantments for super-science can create invaders with similar focus and ferocity.

MYRKALA LEGIONNAIRE

Size Rank 0: Medium

LEVEL	POINTS	STAT
7	14	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE	DERIVED VALUE
9	Attack Combat Value
8	Defence Combat Value
70 / 70	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
4	4	Combat Technique (Blind Shooting, Extended Range, Deflection, Reflection)
2	2	Connected (Eternal Legion)
1	1	Defence Mastery
2	2	Features (Doubled Health Recovery, Longevity, Low-Light Vision)
2	2	Heightened Senses (Hearing, Sight)
4	4	Gear (Combat Equipment; Up to 25 pieces)
	12	Item: Legionnaire Enchanted Kit (24 Points)
2	6	Skill Group (Military)

RANKS	POINTS	DEFECT
1	-2	Achilles Heel (Pure Gold)
1	-1	Marked (Albino "dark elf" with magic shadow-fae aura)
2	-4	Obligated (Eternal Legion)

70 TOTAL CHARACTER POINTS

LEGIONNAIRE KIT

LEVEL	POINTS	ATTRIBUTE
3	6	Armour (Armour Rating 15 – Shelter-Plate Rune Armour fits over chainmail)
8 (5)	16	Weapon: Nightsilver Rune Longbow (Range: 100 metres -3, Vampiric: Health -2; Environmental: No Sunlight +1, Hands +1)
4 (-1)	4	Weapon: Paralysis Rod (Alternate Attack; Aura -1, Incapacitating: 1 minute -4)

RANKS	POINTS	DEFECT
2	-2	Conditional Ownership (Eternal Legion)

24 TOTAL (12 POINT ITEM)

GREY OPERATIVE

They walk among us. With features resembling those from urban mythology, the so-called "Greys" (they call themselves Reserpans) use psychic powers and advanced technology to monitor human development for their own purposes. Their reasons vary across realities, with some benevolent and others merciless. On Sentinel-Earth, most Reserpans are loyal agents of the Haud Regime, with dozens from the crashed ship that manipulated human governments for centuries. After the world's heroes repelled the Haud's invasion, the Grey operatives have become vital to the Empire's terrestrial interests. Whether hiding behind holo-disguises or using their mental powers to subvert existing spies, Reserpan have infiltrated themselves in organisations throughout the world.

GREY OPERATIVE

Size Rank 0: Medium

LEVEL	POINTS	STAT
5	10	Body Stat
8	6	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
8	Attack Combat Value
8	Defence Combat Value
45 / 70	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
4	4	Connected (Haud Regime Intelligence)
2	2	Defence Mastery
2	2	Features (Ambidexterity, Low-Light Vision, Ultrasonic Communication)
4	4	Gear (Various; Up to 25 pieces)
2	2	Healing (10 Health Points)
2	2	Heightened Senses (Hearing, Taste)
3 (5)	15	Mind Control (Broad Category: Organic Sentients +1; Concentration +1)
2	2	Mind Shield (+4 bonus vs. mental intrusion)
2	6	Skill Group (Military)
3	12	Telekinesis (100 kg)
4 (5)	12	Telepathy (Broad Category: Organic Sentients +1)

RANKS	POINTS	DEFECT
1	-1	Easily Distracted (Advanced Technology)
1	-1	Fragile
2	-4	Obligated (Haud Regime)
1	-1	Shortcoming (Agility; -1 to rolls)
1	-1	Shortcoming (Running Speed; -2 to rolls)

85 TOTAL CHARACTER POINTS

HAUD SOLDIER

These lethal warriors serve at the forefront of the galaxy's most feared military. With their phenomenal strength, speed, mobility, perception, and regeneration, Haud soldiers border on the unstoppable. Their sole weakness is freezing temperatures, which harm them faster than their bodies can heal. Average Haud soldiers wear light force armour and carry blaster assault rifles, with modifications to keep them warm. For most Haud infantry, their only fear is failure. On Sentinel-Earth, they feel a mix of fury at the primitives who drove off the mighty Haud Empire and terror at the thought of a second defeat.

HAUD SOLDIER

Size Rank 0: Medium

LEVEL	POINTS	STAT
7	14	Body Stat
5	10	Mind Stat
4	8	Soul Stat

VALUE	DERIVED VALUE
8	Attack Combat Value (Claws 10)
7	Defence Combat Value
95 / 45	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
3	3	Attack Mastery
4	4	Combat Technique (Brutal, Lethal Blow, Lightning Reflexes x2)
1	1	Connected (Haud Regime Military)
2	2	Defence Mastery
1	4	Extra Actions (1 Extra Action/round)
2	2	Features (Long Tongue, Longevity, Nictitating Membrane)
3	3	Gear (Combat Equipment; Up to 10 pieces)
3	3	Heightened Senses (Smell, Sight, Taste)
3	3	Jumping (x30 normal; 420/26 metres forward/up)
1	1	Melee Attack (Claws)
1	5	Regeneration (5 Health Points/round)
6 (5)	12	Resilient (Poisons: Complete -1; Airborne Toxins, Disease, Lack of Food, Lack of Sleep)
1	3	Skill Group (Military)
6	6	Special Movement (Balance, Cat-Like, Fast, Slithering, Wall-Crawling 2)
1	8	Superstrength (500 kg; +10 unarmed damage)
1 (4)	3	Telepathy (Specific Category: Haud +3)
4	4	Tough
1	2	Undetectable (Infrared; Potent -1; Nonadjacent +1)
3 (2)	6	Weapon: Fangs and Claws (Penetrating -1)

RANKS	POINTS	DEFECT
1	-2	Achilles Heel (Cold-Based Attacks)
1	-2	Bane (Freezing Temperatures)
3	-6	Obligated (Haud Regime)
1	-1	Unappealing (Frightening Visage)
	100	TOTAL CHARACTER POINTS

IRON WALKER

When mere drones are not enough, masterminds build synthetic servants that run the gamut from construction workers to obedient soldiers. Iron Walkers are both – non-sentient yet intelligent enough to obey complex commands from their creator and master, Iron Duke. With unshakable loyalty, Iron Walkers lack creative impulses or conversational talent, but they are fantastic assistants for advanced engineering projects. They are also capable fighting machines – as fearless as any drone and armed with deadly laser weaponry.

IRON WALKER

Size Rank 0: Medium

LEVEL	POINTS	STAT
7	14	Body Stat
4	8	Mind Stat
4	8	Soul Stat

VALUE	DERIVED VALUE
5	Attack Combat Value (Laser 7)
4	Defence Combat Value
55 / 40	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
4	8	Armour (Armour Rating 20)
1	1	Features (Comms, Tool Kit)
1	1	Ranged Attack (Integral Laser)
14 (7)	28	Resilient (Ageing, Disease, Lack of Air, Lack of Sleep, Lack of Sustenance, Pain, Poisons: Complete -7)
1	2	Skill Group (Technical)
1	8	Superstrength (500 kg; +10 unarmed damage)
11 (8)	22	Weapon: Arm Laser (Accurate -1, Range: 10 metres -2)

RANKS	POINTS	DEFECT
3	-3	Marked (Combat Robot)
1	-1	Nemesis (Red Phoenix and the Guard)
2	-4	No Healing (Manual Repairs)
2	-2	Shortcoming (Agility; -2 to rolls)
3	-3	Shortcoming (Charisma; -3 to rolls)
3	-3	Shortcoming (Creativity; -3 to rolls)
1	-3	Special Requirement (Electric Energy)
3	-6	Wanted (Global law enforcement)
	75	TOTAL CHARACTER POINTS

KHON DEMON WARRIOR

The average Khon Demon soldier is the rough equal of their human counterparts. While not as well-armed as Earth's modern militaries, they have natural resilience and heal as swiftly as they move. The real danger of a Khon Demon invasion is in numbers. When the demon army creates a gateway from Helikhon to a target plane, the longer Khon Demons can hold a beachhead, the more of their brethren they can bring through. They might lack more impressive superhuman abilities, but their ferocity, dedication, and training make such warriors a threat to any mortal realm.

KHON DEMON WARRIOR

Size Rank 0: Medium

LEVEL	POINTS	STAT
8	16	Body Stat
3	6	Mind Stat
4	8	Soul Stat

VALUE	DERIVED VALUE
7	Attack Combat Value
5	Defence Combat Value
60 / 35	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
1	2	Armour (Armour Rating 5)
2	2	Attack Mastery
2	2	Combat Technique (Brutal, Lethal Blow)
1	1	Connected (Helikhon Military)
1	1	Features (Longevity, Rapid Recovery)
2	2	Gear (Combat Equipment; Up to 5 pieces)
1	1	Jumping (x3 normal; 72/3 metres forward/up)
1	3	Skill Group (Military)
1	1	Special Movement (Speedburst)

RANKS	POINTS	DEFECT
3	-3	Marked (Frightening Demon)
1	-2	Obligated (Helikhon Military)
	40	TOTAL CHARACTER POINTS

MALIGNANCE IMP

Like Khon Demons, Malignance Imps are truly dangerous in numbers. These bestial horrors are almost mindless, except for their feral, malicious natures. This means that superheroes can use their full power against Imps. With flight, regeneration, and natural weaponry, a swarm of Imps is more difficult to defeat than it first appears. Frighteningly Malignance Imps are but harbingers of their masters: Malignance Gods made of hate incarnate.

MALIGNANCE IMP

Size Rank 0: Medium

LEVEL	POINTS	STAT
6	12	Body Stat
2	4	Mind Stat
2	4	Soul Stat

VALUE	DERIVED VALUE
5	Attack Combat Value
4	Defence Combat Value
40 / 20	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
1	1	Defence Mastery
1 (2)	3	Flight (30 kph; Spread +1)
1	1	Mind Shield (+2 bonus vs. mental intrusion)
1	5	Regeneration (5 Health Points/round)
5 (4)	10	Weapon: Tail Spikes (Range: 10 metres -2, Spreading: 3 targets -2; Charges: 3 times/day +2; Backblast +1)
4	4	Weapon: Fangs and Claws (Alternate Attack)

RANKS	POINTS	DEFECT
3	-3	Marked (Flying Imp)
3	-6	Obligated (Malignance)
1	-1	Unappealing (Frightening Visage)
3	-6	Wanted (Sanctuary Alliance, Global law enforcement)
	30	TOTAL CHARACTER POINTS

MARTIAN TITAN

Not every alien threat is born from science and technology. Earth has no monopoly on wizardry, and some invasions are more supernatural than super-advanced. The Martian Titans are the most terrible of such threat to Sentinel-Earth. Using techniques stolen from Egypt's gods, the Titans combine superhuman strength and psycho-mystical might to threaten all that stands in their way. With Martian magi-science and a life-draining grasp, Titans are terrors to rival Haud super-soldiers. Thankfully for the galaxy, the lesser Titans all slumber in their sarcophagi after a disastrous encounter with Iron Duke and the stranded Haud.

MARTIAN TITAN, ASCENDED

The average Titan is a horrific bio-vampire capable of wiping out entire platoons of soldiers. Ascended Titans rival the mightiest superheroes. Numbering in the hundreds, these Ascended leaders of the Titanic Empire are brilliant, heartless conquerors, each willing to engage in the slaughter necessary for a single Titan's Ascension. Their incantations are a mix of ancient Martian dialect and Egyptian *heka* magic. Ascended Titans fear only the mightiest Lodestars and entire Haud armies. They have not forgotten how the Haud would die in the thousands to slay a single Ascended, and loathe the Regime as they do no other enemy.

MARTIAN TITAN

Size Rank 0: Medium

LEVEL	POINTS	STAT
8	16	Body Stat
8	16	Mind Stat
8	16	Soul Stat

VALUE	DERIVED VALUE
10	Attack Combat Value (Unarmed 12)
9	Defence Combat Value (Personal 8)
80 / 80	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
4	8	Armour (Armour Rating 20)
2	2	Attack Mastery
3	3	Connected (Titanic Empire)
1	1	Defence Mastery
4	40	Dynamic Powers (Primal: Psychomancy -2; Detectable: Hearing, Psychic, Magic +2)
1	1	Immovable (-10 metres knockback)
1	1	Melee Attack (Unarmed)
2	2	Mind Shield (+2 bonus vs. mental intrusion)
8 (6)	16	Resilient (Ageing, Lack of Sustenance: Complete -2; Intense Cold, Lack of Air, Lack of Sleep, Low Pressure)
2	2	Skill Group (Academic)
1	1	Sixth Sense (Life Energy)
2	16	Superstrength (2 tonnes; +20 unarmed damage)
2 (3)	6	Telepathy (Broad Category: Organic Sentients +1)
1	1	Unique Attribute (x2 thrown weapon distance)
2	6	Wealth ($1M)
8 (4)	16	Weapon: Life Drain (Insidious -3, Vampiric -2; Toxic: Immutable Attribute +1)

RANKS	POINTS	DEFECT
1	-1	Inept Attack (Ranged)
1	-1	Inept Defence (Ranged)
1	-2	No Healing (Must use Life Drain)
3	-6	Obligated (Titanic Empire)
1	-3	Special Requirement (Life Drain daily)
1	-1	Unappealing (Frightening Visage)
1	-2	Unique Defect (Big, heavy, and obvious)
2	-4	Wanted (Earth Governments, Haud Regime, Stellar Alliance)

150 TOTAL CHARACTER POINTS

ASCENDED TITAN

Size Rank 0: Medium

LEVEL	POINTS	STAT
10	20	Body Stat
9	18	Mind Stat
11	22	Soul Stat

VALUE	DERIVED VALUE
12	Attack Combat Value (Unarmed 14; Ranged 10)
11	Defence Combat Value (Ranged 9)
105 / 95	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
8	16	Armour (Armour Rating 40)
2	2	Attack Mastery
1	1	Combat Technique (Judge Opponent)
5	5	Connected (Titanic Empire)
1	1	Defence Mastery
8	80	Dynamic Powers (Primal: Psychomancy -2; Detectable: Hearing, Psychic, Magic +2)
1	1	Immovable (-10 metres knockback)
1	1	Melee Attack (Unarmed)
3	3	Mind Shield (+6 bonus vs. mental intrusion)
12 (8)	24	Resilient (Ageing, Lack of Air, Lack of Sustenance, Low Pressure: Complete -4; Disease, Intense Cold, Lack of Sleep, Poison)
1	2	Reincarnation (Destroy Martian Sarcophagus to prevent)
4	4	Skill Group (Academic)
1	1	Sixth Sense (Life Energy)
1	1	Special Movement (Fast)
4	32	Superstrength (50 tonnes; +40 unarmed damage)
2 (3)	6	Telepathy (Broad Category: Organic Sentients +1)
1	1	Unique Attribute (x2 thrown weapon distance)
3	9	Wealth ($3M)
13 (8)	26	Weapon: Life Drain (Drain: Body -1, Insidious -3, Vampiric -2; Toxic: Immutable Attribute +1)

RANKS	POINTS	DEFECT
1	-1	Inept Attack (Ranged)
1	-1	Inept Defence (Ranged)
1	-2	No Healing (Must use Life Drain)
3	-3	Marked (Martian Titan)
3	-6	Obligated (Titanic Empire)
2	-2	Shortcoming (Agility; -2 to rolls)
1	-3	Special Requirement (Life Drain daily)
2	-2	Unappealing (Frightening Visage)
1	-2	Unique Defect (Big, heavy, and obvious)
2	-4	Wanted (Earth Governments, Haud Regime, Stellar Alliance)

250 TOTAL CHARACTER POINTS

MATTHEWS LINK-MAN

Size Rank 0: Medium

LEVEL	POINTS	STAT
9	18	Body Stat
3	6	Mind Stat
3	6	Soul Stat

VALUE	DERIVED VALUE
7	Attack Combat Value (Agile Form 10)
6	Defence Combat Value (Agile Form 9)
50 / 30	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
1	4	Alternate Form (Agile Hominid; 5 Points)
2	2	Attack Mastery
3	3	Combat Technique (Brutal, Lethal Blow, Rush Attack)
1	1	Defence Mastery
3	3	Gear (Combat Equipment; Up to 10 pieces)
1	1	Jumping (x3 normal; 27/3 metres forward/up)
1	10	Size Change (Grow)
2	2	Special Movement (Swinging, Wall-Bouncing)
1 (5)	3	Telepathy (Single Category: Link Men +4)

RANKS	POINTS	DEFECT
2	-4	Blind Fury (If weekly injections are missed)
1	-1	Fragile
1	-1	Less Capable (Reason; -1 to rolls)
3	-3	Marked (Hairy, bestial humanoid)
1	-1	Phobia (Fire)
3	-6	Obligated (Mister Matthews)
1	-3	Special Requirement (Weekly injections)
	40	TOTAL CHARACTER POINTS

AGILE HOMINID FORM

LEVEL	POINTS	ATTRIBUTE
3	3	Attack Mastery
3	3	Combat Technique (Lightning Reflexes x2, Steady Hand)
3	3	Defence Mastery
1	1	Not Less Capable (Reason; -1 to rolls)
1 (2)	2	Summon Creatures (Up to 30 animals; Narrow Category: Mammals +1)
1	3	Superspeed (100 kph)

RANKS	POINTS	DEFECT
1	-10	Unique Defect (Loses Size Change)
	5	ALTERNATE FORM POINTS

MATTHEWS GENTECH LINK-MAN

Not all non-human creatures come from space. In superhero worlds, some emerge from laboratories, created from strange chemicals, genetic engineering, or bizarre rituals. Matthews GenTech used all of the above to create their link-men – "creatures of the missing link" that adapt through limited shapechanging. Able to rapidly transform from feral beast to massive bruiser to agile soldier, link-men are Mister Matthews's preferred foot soldiers for simple operations. While one link-man is no match for a superhero, they travel in packs and communicate through a hive-mind that lets them operate with efficient, silent unity.

OTINGAN COMBAT ENGINEER

Otingans are best known in the Stellar Alliance for their fantastic intellects. While most Otingans prefer to aid the Alliance from the safety of an office or lab, enough join the SDF to provide it with brilliance in the field. Otingan combat engineers can seem surprisingly fragile to their counterparts from other species, but they make up for their weaknesses in adaptability, genius, and determination. Otingan engineers are legendary for their ability to repair advanced systems with resources as varied and primitive as calculators, phone cords, and paper clips.

OTINGAN ENGINEER

Size Rank 0: Medium

LEVEL	POINTS	STAT
4	8	Body Stat
9	18	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
6	Attack Combat Value (Blasters 8)
6	Defence Combat Value (Personal 8)
30 / 75	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3	3	Connected (Stellar Alliance Military)
1	1	Features (Appearance, Direction Sense)
1 (3)	3	Flight (100 kph; Maintain +1, Spread +1)
4	4	Gear (Various; Up to 25 pieces)
1	1	Heightened Awareness (+2 awareness bonus)
1	1	Heightened Senses (Sight)
2	2	Mind Shield (+4 bonus vs. mental intrusion)
1	1	Ranged Attack (Blasters)
1	1	Ranged Defence (Personal)
1	3	Skill Group (Military)
3	6	Skill Group (Technical)

RANKS	POINTS	DEFECT
2	-2	Fragile
1	-2	Obligated (Stellar Alliance)
	60	TOTAL CHARACTER POINTS

PARASITE SPY

The semi-fluid Yerdith inhabit and control the bodies of organic hosts. This variant is diversely trained but is most adept at infiltration and assassination. Yerdith spies prefer to take over mid-ranking members of intelligence networks to stay under the radar. Once they have caused sufficient disruption, the spies leave trails of corpses in their wakes, then abandon their victims while infiltrating new hosts. On Sentinel-Earth, the Yerdith are infamous enough that serious intelligence agencies regularly blast loud, jarring music in their offices. Intense sounds are painful to the Yerdith's sensitive hearing, but neural interface biology gives them resistance to electricity.

PARASITE SPY

Size Rank 0: Medium

LEVEL	POINTS	STAT
5	10	Body Stat
8	16	Mind Stat
8	16	Soul Stat

VALUE	DERIVED VALUE
10	Attack Combat Value
9	Defence Combat Value
65 / 80	Health Points / Energy Points
5	Damage Multiplier (Unarmed 9)

LEVEL	POINTS	ATTRIBUTE
2 (3)	10	Absorption (15 damage to Health Points; Ignore: Sonic Attacks +1)
2	4	Armour (Armour Rating 10)
2 (4)	4	Armour (Armour Rating 40; Optimised: Electrical Attacks +2)
3	3	Attack Mastery
3	3	Connected (Haud Regime Intelligence)
2	2	Combat Technique (Blind Fighting, Brutal)
2	2	Defence Mastery
4	4	Elasticity (3 metres)
1	4	Extra Actions (1 extra action/round)
3	3	Gear (Spy Equipment; Up to 10 pieces)
1	1	Heightened Senses (Hearing)
3 (4)	9	Massive Damage (Focussed: Unarmed/Needle Blades +1)
1 (4)	5	Mind Control (Potent -1; Single Category: Merged Host +4)
1	3	Skill Group (Adventuring)
1	3	Skill Group (Detective)
2	6	Skill Group (Military)
1 (2)	3	Telepathy (Potent -2; Specific Category: Yerdith/Hosts +3)
2	4	Weapon: Needle Blades

RANKS	POINTS	DEFECT
1	-2	Achilles Heel (Sonic Attacks)
2	-4	Bane (Loud Sounds)
3	-6	Skeleton in the Closet (Alien spy dominating innocent victim)
1	-3	Unique Defect (Must bond to host body)
	100	TOTAL CHARACTER POINTS

SYNTHETIC REFUGEE

Whether from another world or a laboratory in the heroes' home city, the synthetic refugee is an artificial being with feelings, ethics, and vast intelligence. Sought by their creators, synthetic runaways can take on a limitless variety of forms. This sample humanoid platform was designed to be an attractive, capable mechanic, serving their creators in myriad ways. Horrified by their creators' intentions, the synthetic fled, seeking asylum with superheroes. They are eager to please, but only those who match the refugee's high moral standards. Their creators (most likely SECTOR on Sentinel-Earth) are furious at the synthetic's escape and are determined to capture "it" so they can delete their unintended decency.

SYNTHETIC REFUGEE

Size Rank 0: Medium

LEVEL	POINTS	STAT
6	12	Body Stat
10	20	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
7	Attack Combat Value
7	Defence Combat Value
55 / 75	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3	6	Armour (Armour Rating 15)
1	2	Data Access (10 cm)
3	3	Features (Attractive, Auditory Discrimination, Comms, Eidetic Memory, GPS, Lightning Calculator, Sexual Duality, Tool Kit)
2	2	Heightened Senses (Precision: Hearing, Sight)
14 (7)	28	Resilient (Ageing, Disease, Lack of Air, Lack of Sleep, Lack of Sustenance, Pain, Poisons: Complete -7)
4	8	Skill Group (Technical)

RANKS	POINTS	DEFECT
1	-2	Achilles Heel (Magnetic Attacks)
1	-2	Ism (Inorganic Being)
3	-3	Marked (Inorganic Being)
2	-4	No Healing (Special skills and resources)
1	-3	Special Requirement (Electric Energy)
1	-2	Wanted (Unscrupulous tech corporations)
	75	TOTAL CHARACTER POINTS

VAMPIRE THRALL

True vampires can turn victims into weaker vampire thralls, who are the source of legends about sunlight destroying vampires (rather than their more-powerful masters). They have enormous strength and speed, and are capable of commanding weaker minds. These blood-drinking horrors can also transform into clouds of vermin and live forever as slaves of their creators. Since they have a host of weaknesses and are unable to transform their own victims, thralls are only dangerous to superheroes in significant numbers. As undead monsters that only the most powerful wizards can cure, law enforcement units across Sentinel-Earth have standing orders: lethal force is always authorised against vampires.

VAMPIRE THRALL

Size Rank 0: Medium

LEVEL	POINTS	STAT
7	14	Body Stat
4	8	Mind Stat
2	4	Soul Stat

VALUE	DERIVED VALUE
8	Attack Combat Value
6	Defence Combat Value
55 / 30	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
4	4	Attack Mastery
4	4	Combat Technique (Brutal, Lethal Blow, Lightning Reflexes, Rush Attack)
2	2	Defence Mastery
1	1	Heightened Awareness (+2 awareness bonus)
2	2	Heightened Senses (Hearing, Smell)
2 (3)	10	Mind Control (Deplete: 10 Energy Points/minute +1)
3	3	Mind Shield (+6 bonus vs. mental intrusion)
1 (2)	5	Regeneration (10 Health Points/round; Ignore: Damage from wooden weapons +1)
10 (5)	20	Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Poisons: Complete -5)
1	1	Sixth Sense (Death and Decay)
3	3	Special Movement (Cat-Like, Wall-Crawling 2)
1	8	Superstrength (500 kg; +10 unarmed damage)
1	3	Superspeed (100 kph)
2	4	Swarm (x2 current Health Points; Bats or Rats)
1	1	Tough
1 (2)	2	Weapon: Fangs and Fingernails (Non-Penetrating +1)

RANKS	POINTS	DEFECT
1	-2	Achilles Heel (Wooden Weapons)
3	-6	Bane (Sunlight)
1	-2	Cursed (Repelled by displays of genuine faith)
1	-1	Easily Distracted (Past Memories)
3	-6	Obligated (Master Vampire)
1	-1	Shortcoming (Luck; -1 to rolls)
3	-6	Wanted (National law enforcement)

75 TOTAL CHARACTER POINTS

WEREWOLF CONVERT

Most people who find themselves struck by the werewolf curse seek cures. On Sentinel-Earth, the Numinous Covenant can restore nearly all who wish to be healed. The werewolf convert cannot imagine why anyone would give up such power, though. Rapidly healing any wound not inflicted by silver and able to transform into wolf-hybrid dreadnoughts, these brutes revel in their status as apex predators. The curse manifests in several ways, from being are driven off by wolfsbane, to a need for hierarchy, to a craving for the hunt. Like vampire thralls, these young lycanthropes are unable to transform others through bites or scratches. Some intelligent victims may retain a fraction of their cognitive capabilities, but most converts become almost mindless. Less intelligent than actual wolves, werewolf converts are reduced to bestial hunters who obey their leader without question.

WEREWOLF CONVERT

Size Rank 0: Medium

LEVEL	POINTS	STAT
8 (10)	16	Body Stat
4 (1)	8	Mind Stat
4	8	Soul Stat

VALUE	DERIVED VALUE
9	Attack Combat Value (Melee: Hybrid Wolf 13)
7	Defence Combat Value (Hybrid Wolf 11)
60 / 70	Health Points / Energy Points (Hybrid Wolf 120 / 125)
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
4	4	Attack Mastery
1 (4)	4	Alternate Form (Hybrid Wolf; Activation: 1 round +1; Concentration +2; 20 Points)
1	1	Connected (The Pack)
2	2	Defence Mastery
2	2	Heightened Awareness (+4 awareness bonus)
3 (4)	15	Regeneration (15 Health Points/round; Ignore: Damage from silver weapons +1)
1	2	Reincarnation (Kill with silver weapon)

RANKS	POINTS	DEFECT
1	-2	Cursed (Werewolf)
1	-1	Involuntary Change (Full Moon)
1	-1	Nightmares (Flashbacks of wolf kills)
1	-2	Obligation (Pack Leader)
3	-6	Skeleton in the Closet (Werewolf)

50 TOTAL CHARACTER POINTS

HYBRID WOLF FORM

LEVEL	POINTS	ATTRIBUTE
3 (4)	6	Armour (Armour Rating 20; Ignore: Silver weapons +1)
2	4	Augmented (Body Stat)
4	4	Defence Mastery
1	1	Features (Low-Light Vision)
4	4	Heightened Senses (Hearing, Sight, Smell, Taste)
1	1	Jumping (x3 normal; 30/4 metres forward/up)
2	2	Melee Attack (Claws and Fangs)
1	1	Special Movement (Speedburst)
1	8	Superstrength (500 kg; +10 unarmed damage)
5	5	Tough
3	6	Weapon: Claws and Fangs

RANKS	POINTS	DEFECT
1	-2	Achilles Heel (Silver Weapons)
2	-2	Easily Distracted (Prey)
1	-3	Impaired Manipulation (Paw-Hand Hybrid)
2	-6	Impaired Speech (Sounds, but no language)
3	-3	Marked (Hybrid Wolf)
6	-6	Shortcoming (Mind: All Aspects; -3 to Mind Stat rolls)
	20	ALTERNATE FORM POINTS

ZOMBIE

Size Rank 0: Medium

LEVEL	POINTS	STAT
3	10	Body Stat
1	16	Mind Stat

VALUE	DERIVED VALUE
2	Attack Combat Value (Unarmed 6)
2	Defence Combat Value
50 / 10	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3	3	Immutable (+6 bonus to resist bodily effects)
2	2	Melee Attack (Unarmed)
14 (7)	28	Resilient (Airborne Toxins, Disease, Lack of Air, Lack of Sleep, Lack of Sustenance, Pain, Poison: Complete -7)
2	2	Tough

RANKS	POINTS	DEFECT
3	-3	Easily Distracted (Food)
2	-6	Impaired Speech (Sounds, but no language)
3	-3	Marked (Undead)
3	-9	Physical Impairment (Undead)
	40	TOTAL CHARACTER POINTS

YOUNG EMBODIMENT

Divine beings, spiritual entities, and living anomalies abound in superhero settings. On Sentinel-Earth, the reflection of metahuman energies called the Esoterrena forms sentient manifestations of ideas, places, and substances. Not all possess the might of an Iara or General Winter, but none could be called weak. The sample young embodiment is that of synthetic fibre, like nylon and polyester, can sense and manipulate objects made of those materials at will. The remainder of her abilities is central to her Esoterrene nature, though her Defects are a reflection of her comparative youth. Similar entities will vary in nature and detail, expressing their identities through Abilities that reflect the concepts they embody.

ZOMBIE

They are not just dead, but undead. Superheroes take note when they hear rumours of a sorcerer experimenting with corpses or that some charlatan has found a supposed cure for death. Zombies are usually animated with magic and can install fear in the hearts of even the most steadfast hero. Zombies feel no pain and ceaselessly shamble forwards towards their objective. This monster is not exactly the *zombi* of Vodoun, but that does not stop villains like Doc Cimitière from creating them anyway.

YOUNG EMBODIMENT

Size Rank 0: Medium

LEVEL	POINTS	STAT
7	14	Body Stat
8	16	Mind Stat
12	24	Soul Stat

VALUE	DERIVED VALUE
9	Attack Combat Value
9	Defence Combat Value
95 / 100	Health Points / Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3	3	Pocket Dimension (Fibrehome; 10 metres)
5 (2)	10	Portal (Earth to Fibrehome, Fibrehome to Earth; Duration: 1 day -3, Targets: Up to 5 -2; Detectable: Hearing, Magic, Sight +2)
1	2	Reincarnation (1 month; Difficult to Stop: Must destroy nearby synthetic fibres -1; Ignore: Spirit powers that caused death +1)
9 (5)	18	Resilient (Ageing, Disease, Lack of Air, Lack of Sustenance: All Complete -4; Lack of Sleep)
4 (1)	4	Sixth Sense (Synthetic Fibres; Area: 100 metres -3)
4 (5)	12	Telekinesis (10 tonne; Focussed: Synthetic Fibres +1)

RANKS	POINTS	DEFECT
2	-2	Marked (Artificial Appearance)
1	-1	Shortcoming (Strength; -1 to rolls)
	100	TOTAL CHARACTER POINTS

ANIMALS

Animal companions might not be as common as they once were in the Silver Age, but they can still be found throughout superhero adventures. Some are powerful steeds, others are fierce war machines, and still more are threats to the innocent when panicked or controlled. Unlike the humanoid companions presented earlier, most of the exact mechanistic statistics for animals are not vital since the focus is usually on a few important Attributes and relevant combat details.

REPRESENTATIVE SAMPLES

Obviously, no two animals of the same species are exact; consequently, trying to assign an exact numerical value to an entire animal type is impossible. That is why Stats of value 4 are considered average for an adult human, rather than the precise value for every human. The assigned values in Table 11-1 are reasonable representative samples of the animal species, which can be raised or lowered as appropriate.

For example, a warhorse may be slightly slower and stronger than a racing horse. Similarly, a racing dog such as a greyhound may possess the Special Movement (Speedburst) Attribute, while a trained attack dog like a Rottweiler may have a higher Combat Value. In superhero adventures, there is always the possibility that animals have been altered, especially on Sentinel-Earth, where transformed beasts are the favourite method of assassination for the ruthless Mister Matthews.

ANIMAL STATS

The following entries provide behind-the-scenes details concerning how the animals were assigned their numerical values.

SIZE TEMPLATE

If an animal has any Size Template (page 47) other than Medium, it will have a standard package of Attributes and Defects to reflect this, as outlined in Chapter 03. This means animals Large or bigger will have the Superstrength Attribute, even if it's not listed in the Notable Attribute column. As suggested on page 47, most animal species do not have the capacity to throw weapons or launch ranged attacks, and consequently, those relevant entries associated with Size Templates were ignored for these types of normal animals.

STATS

The Body Stat reflects the whole athletic capabilities and heartiness of the animals. Some strong animals (such as Ox) may have Body Stats lower than expected because their musculature is reflected by their assignment of the Superstrength Attribute.

Most animals have Mind Stats that indicate mental acuity beneath average human adults. Many mythical creatures such as the hydra and pegasus have Mind Stats to reflect above-average capacity. Assigning a Soul Stat to animals is difficult. The numbers are a reflection of the animal's self-awareness and state of consciousness, placing greater emphasis on animals with which humans seem to share empathy.

COMBAT VALUE

An animal's Combat Value (Attack and Defence are considered equivalent) is calculated as the Stat average as normal and then modified appropriately by adding the relevant combat-related Attributes and Defects.

ATTACK DAMAGE

To keep the damage numbers easy to apply, animals were assigned to either a "has no weapons" category or "has natural weaponry" category. For animals without effective natural weapons, its attack damage is equal to its Combat Value, as normally calculated for unarmed Weapon Level 0 attacks (page 129). For those with weaponry, a damage value was assigned that reflects both its Combat Value and an appropriate Weapon Level to the claws/fangs/etc. (assuming a Damage Multiplier of 5). This damage value was then rounded to the nearest 10.

The second damage value in parentheses reflects the bonus or penalty that is then assigned to the attack damage to reflect the animals' Size Template strength-related component. For example: a cheetah is Medium Size and thus has no modifiers; a bat is Fine Size and has a -40 damage modifier; and a hydra is Huge Size and has a +20 damage modifier. The modifier is added or subtracted from the base damage listed before the total damage is inflicted upon the target.

HEALTH POINTS

An animal's Health Point total is calculated from Stats as normal (Body + Soul, multiplied by 5) then modified as necessary by adding relevant Attributes and Defects.

NOTEWORTHY ATTRIBUTES

Not every Attribute the animals possess is listed in this column, just the ones that are important to highlight for the species, such as speed, senses, movement, etc. (many smaller animals also have the Special Movement: Speedburst). Note that any entries listed here (such as Armour and Superstrength) are in addition to those granted by the animals' Size Templates.

APPROXIMATE POINT TOTALS

The listed Point total is a summation of all the entries detailed herein, including Size Templates, and then rounded up to the nearest 5 or 10 to account for variations in miscellaneous talents, Attributes (especially Features, page 82), and Defects.

DEFECTS

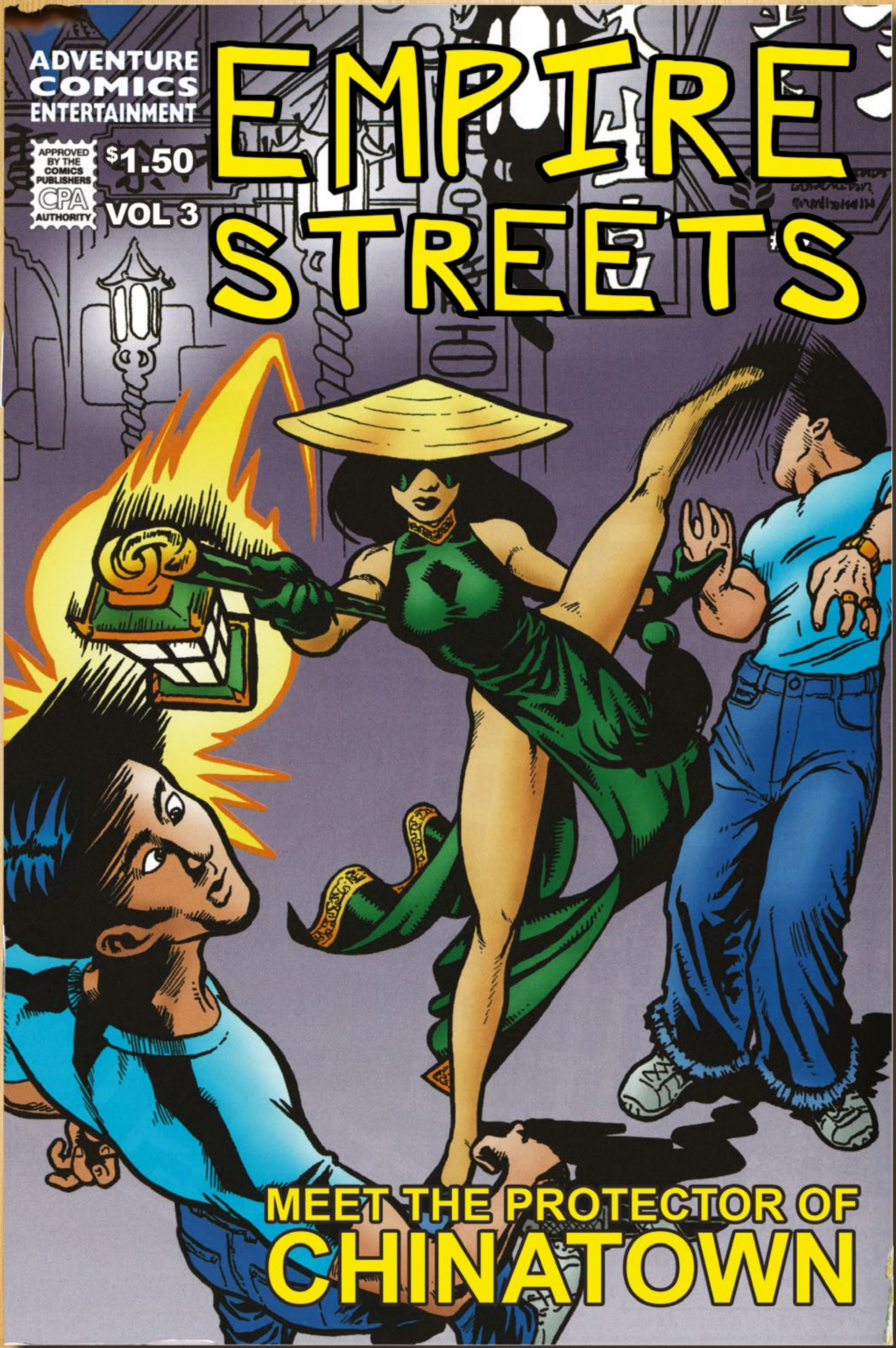
Though not explicitly listed, many animals have Defects that reflect their status as non-humanoid animals. These can include: Easily Distracted, Fragile, Impaired Manipulation, Impaired Speech, and Shortcoming.

MYTHICAL ANIMALS

The animal Table includes a few select entries considered mythical, such as a giant eagle, gryphon, hydra, kraken, and manticore. Others may be alien in origin, such as the mus-husu or sha. These entries are included to inspire your fantastic metahuman adventures.

11-1: ANIMALS

ANIMAL TYPE	STATS Body/Mind/Soul	COMBAT VALUE	ATTACK DAMAGE	HEALTH POINTS	NOTABLE ATTRIBUTES	SIZE TEMPLATE	POINTS (approx)
Alligator	9 / 1 / 1	5	20 (+10)	50	Armour AR 10, Water Speed 30 kph	Large	40
Bat	2 / 1 / 1	1	1 (-40)	15	Echolocation, Flight 30 kph	Fine	< 0
Bear, Grizzly	8 / 2 / 2	7	20 (+10)	70	Heightened Smell 30 km	Large	40
Camel	3 / 2 / 1	2	2 (+10)	30	Fast 60 kph, Resilient (Sustenance)	Large	30
Cat, Domestic	10 / 3 / 6	6	6 (-20)	40	Heightened Hearing & Smell	Tiny	20
Cheetah	10 / 3 / 2	7	15	60	Fast 100 kph, Heightened Hearing & Smell	Medium	40
Chimpanzee	8 / 4 / 6	6	6	70	Extra Arms 2, Swinging	Medium	40
Direwolf	7 / 3 / 4	8	20 (+10)	80	Fast 100 kph, Heightened Hearing & Smell	Large	50
Dog	7 / 3 / 7	5	10	70	Heightened Hearing & Smell	Medium	40
Dolphin	6 / 4 / 7	5	5 (+10)	50	Water Speed 30 kph, Sonar	Large	40
Eagle, Giant	4 / 2 / 4	5	10 (+20)	40	Flight 300 kph	Huge	50
Elephant	3 / 2 / 2	2	2 (+20)	60	Heightened Hearing	Huge	40
Elk	8 / 2 / 2	5	5 (+10)	50	Heightened Hearing, Jumping 10 m	Large	30
Fox	6 / 3 / 3	4	4 (-10)	40	Heightened Hearing & Smell	Small	20
Frog	2 / 1 / 1	1	1 (-40)	15	Jumping 10 m	Fine	< 0
Gorilla	7 / 3 / 6	5	5 (+10)	65	Extra Arms 2	Large	40
Gryphon	7 / 2 / 4	8	20 (+20)	70	Flight 100 kph	Huge	70
Hamster	2 / 1 / 1	1	1 (-40)	15	Tunnelling (slow)	Fine	< 0
Hare	3 / 2 / 1	2	2 (-10)	20	Fast 60 kph, Jump 5 m	Small	10
Honey Badger	7 / 3 / 5	8	15 (-10)	60	Armour AR 15, Fast 30 kph	Small	30
Horse	7 / 2 / 5	4	4 (+10)	60	Fast 60 kph, Heightened Hearing	Large	40
Hydra	6 / 6 / 8	9	40 (+20)	100	Armour AR 30, Regenerates Heads, Weapon Poison (Continuing)	Huge	130
Iguana	2 / 1 / 1	1	1 (-20)	15	Regenerates Tail	Tiny	< 0
Kraken	4 / 1 / 1	6	20 (+40)	60	Armour AR 10, Extra Arms 4, Resilient (Pressure)	Gigantic	70
Manticore	8 / 2 / 2	7	20 (+10)	50	Extra Arms 1, Jump 10 m, Ranged Attack 10 m	Large	50
Mus-husu Dragon	9 / 1 / 1	7	20 (+20)	75	Armour AR 10, Flight 30 kph	Huge	70
Ostrich	3 / 2 / 1	2	2 (+10)	20	Fast 60 kph	Large	20
Owl	3 / 2 / 2	4	4 (-10)	25	Flight 60 kph, Heightened Sight	Small	10
Ox	2 / 2 / 1	1	1 (+10)	40	Superstrength (Pulling)	Large	20
Pegasus	9 / 6 / 10	8	10 (+10)	70	Flight 100 kph	Large	70
Penguin	2 / 2 / 1	1	1 (-10)	15	Water Speed 30 kph	Small	5
Raccoon	6 / 3 / 3	4	4 (-10)	45	Heightened Touch, Wall-Crawling	Small	20
Rat	6 / 3 / 4	4	4 (-30)	30	Jumping 1 m	Diminutive	5
Raven	3 / 2 / 3	2	2 (-20)	30	Flight 60 kph	Tiny	5
Sasabonsam	8 / 3 / 5	7	20 (+10)	60	Extra Arms 2	Large	50
Sha Hounds	10 / 2 / 3	7	15	65	Fast 100 kph, Heightened Hearing & Smell	Medium	40
Shark, Tiger	4 / 1 / 1	6	20 (+10)	60	Heightened Smell, Water Speed 30 kph	Large	30
Skunk	4 / 2 / 2	2	2 (-20)	30	Weapon Spray (Irritant, Toxic)	Tiny	5
Snake, Constrictor	4 / 1 / 1	4	10 (+10)	40	Slithering, Water Speed 10 kph	Large	30
Snake, Venomous	6 / 1 / 1	6	15 (+10)	30	Lightning Reflexes, Weapon Poison (Continuing)	Large	30
Whale, Sperm	2 / 1 / 1	1	1 (+40)	80	Water Speed 30 kph, Resilient (Pressure)	Gigantic	50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CHAPTER 12

PLAYING SUPERHEROES

Absolute Power's character creation process provides everything a player needs to construct their superhero's extraordinary abilities and talents. Powers can inform character, true, but character defines a hero. Countless imitators reflect the giants of the superhero genre, but an ineffable alchemy of evocative fantasy and emotional reality creates its greatest icons. The superhero evokes the best in us all – whether it's ultimate might controlled by ultimate decency, formidable power harnessed to unshakeable responsibility, or divine glory devoted to mortal equality.

The goal in Absolute Power, as in any role-playing game, is to enjoy the experience. Adventures should be fun or satisfying, preferably both. Every hero will face challenges and setbacks. Villains will exploit your weaknesses, target innocent people in your care, and turn the world against you. Every trial will make victory all the sweeter.

SESSION ZERO FOUNDATION

Those new to role-playing should pay close attention to the Session Zero advice provided in Chapter 02 (page 25). That basic guidance will help ground your gaming group in character-driven adventures. Each hero begins as a person, human or otherwise, and understanding that person is key to having a gratifying experience playing them.

GIVE YOUR CREATION LIFE

Previous chapters have discussed the mechanics of superhero creation, from Attributes and Defects to Templates and Items. Some elements on your character sheet are part of a hero's personality, but most are the bare bones of the adventurer's identity. A superhero's powers have a role in that identity, but two characters can have the exact same powers and be diametrically opposed to each other. To explore the basics of character development, we are going to cover briefly four important facets: role, origin, motivation, and style.

FACET ONE: TEAM ROLE

Templates serve as archetypes for superhero concepts, but each template can be focussed on different expressions of capability. Large teams can have multiple examples of each role, but even smaller groups will frequently cover them all. Deciding on team roles as a group can help prevent or smooth over clashes during the collective creation process (page 25). Players with similar heroic concepts can diverge in a few particulars, allowing their characters to fill separate roles while embracing similar archetypes. Each role includes a brief list of appropriate Attributes and Power Template, but players should not feel constrained by these suggestions. There is also nothing wrong with a hero serving in more than one role or filling a need not described in these entries, as long as every team member has a chance to stand in the spotlight.

BLASTERS

No matter how noble the heroes, they will eventually do battle with criminals and horrors. Blasters strike hard, fast, and at range, bringing down villains before they can harm the innocent. Certain Power Templates are designed to create powerful or versatile blasters, but any character can provide cover fire with a single application of the Weapon Attribute. A character whose primary role is ranged combat could possibly be a supreme sniper who is able to strike not only at rampaging foes in general, but at vital points specifically, including hand-held devices and gaps in armour. A blaster's role is oriented towards combat, but ranged damage does not carry significant Character Point costs, which allows the player to assign other Attributes for situations outside battle encounters.

Suggested Attributes: Combat Technique, Defence Mastery, Extra Actions, Flight, Massive Damage, Ranged Attack, Weapon

Suggested Templates: Dynamo, Weaponeer

MANIPULATORS

Whether facing legions of well-armed fanatics, teams of powerful villains, or the rare individual demigod, every superhero team benefits from members who can throw opposition forces into disarray. Through environmental disruption, ingenious tactics, psychic interference, covert activity, or cutting mockery, manipulators undercut the enemy's ability to harm the team. Using techniques sometimes called "debuffing", manipulators can impose obstacles on combat rolls, weaken powers, damage Items, or at its most effective, turn one enemy against another. Outside of combat, manipulators are often skilled in social encounters and are able to excel in diplomacy or intimidation.

Suggested Attributes: Defence Mastery, Expertise, Illusion, Inspire, Mind Control, Nullify, Projection, Skill Group (Military), Taunt, Telepathy, Teleport, Undetectable

Suggested Templates: Farce, Shapechanger

PROTECTORS

Villains threaten heroes and innocents alike, while disasters endanger all but the most powerful metahumans. In some ways, every superhero is a protector, but those who follow this role devote themselves to helping those in need – even other adventurers. They shield allies, evacuate civilians, strengthen team members, or heal the injured. Protectors in supporting roles might not be the most glamorous position, but they are arguably the most vital ones in a metahuman team. Whenever superheroes must fight evildoers who threaten bystanders, the protector makes it possible for other adventurers to more fully embrace their roles. Protectors (especially speedsters) frequently provide aid outside of combat in emergency situations and inspire those on the edge of despair.

Suggested Attributes: Force Field, Heightened Awareness, Healing, Inspire, Resilient, Superspeed, Telekinesis, Transfer

Suggested Templates: Elemancer, Speedster

TANKS

The most famed superhuman role is something of a hybrid, combining elements of the blaster and protector. A tank is a close-combat warrior who can absorb damage as well as inflict it. They tend to draw aggro since an unchecked tank can be almost unstoppable, but that's part of the role as well. While few tanks can defend more than a handful of innocents at a time, they excel in forcing enemies to focus on them rather than others. In spite of the plodding reputation of the "brick", many tanks are quite mobile and dart from one foe to the next. Tanks also find their powers useful outside of combat, with superstrength taking the spotlight during building repairs and search-and-rescue missions.

Suggested Attributes: Armour, Combat Technique, Immunity, Jumping, Melee Attack, Regeneration, Resilient, Size Change, Superstrength, Tough, Unaffected

Suggested Templates: Champion, Powerhouse

VIRTUOSOS

No hero can do everything, but the virtuoso comes close. They can fill a variety of roles by wielding broad, flexible Attributes that support their efforts wherever and however they are needed. The most traditional virtuoso Attributes are Dynamic Powers and Power Flux, but a superhero with a sufficiently wide variety of powers can serve this role as well. When a superhero has fantastic strength and overwhelming speed, perhaps shooting lightning from their hands or generating wind storms with a glance, that character is as much a virtuoso as the most supreme of Earth's wizards. Most virtuosos wield their flexibility through genius, which makes them priceless allies when dealing with strange technology, supernatural curses, and inexplicable anomalies.

Suggested Attributes: Change State, Conversion, Dynamic Powers, Gear, Item, Mimic, Power Flux, Summon Creatures, Transmute

Suggested Templates: Inventor, Thaumaturge

TROPE MANAGEMENT: MOST GAMERS ARE HUMAN

One of the most important discussions in role-playing in recent years has revolved around inclusion and sensitivity to the needs and concerns of everyone at the table. Superheroic adventures are no exception. Since most superhero settings are contemporary and have confronted topical matters since the founding of the genre, that discussion is particularly vital in this book. While we provide suggestions for dealing with various issues throughout Absolute Power, our basic advice is simple:

BE UNDERSTANDING

Role-playing games should be lighthearted fun, but sessions can also become intense. Players and Game Masters invest weeks, months, and even years into the hobby. Our characters can allow us to explore facets of ourselves that we are unable to express in normal life. Everyone at the table, whether actual or virtual, should go to great lengths to remember that our fellow players have different experiences and reasons for gaming. Conflict in superhero fiction is inevitable, but if players clash with each other or the Game Master, it's vital to stop and resolve any real life issues before resuming play.

SHOW RESPECT

Everyone has different fears, desires, and limits. When players are unable or unwilling to deal with particular game elements, respect those boundaries and develop different options to explore during the adventure. At the same time, do not judge other players for their interests, whether in tackling contentious issues or embracing their authentic selves.

KNOW YOUR GROUP

No matter how well we think we know one another – or ourselves – trauma can catch anyone by surprise. Consequently, it is best to be prepared for that possibility. A group's Session Zero (page 25) should include an honest and open discussion about game boundaries. Superheroes confront evils of every sort, and some concepts might be too intense to portray for players with painful memories. Murder, torture, and bigotry are all found in street-level comic exploits. High-powered campaigns can include mind control, non-consensual shapechanging, and assaults on the soul itself. Discussing which crimes and related activities should be avoided before the campaign begins should help minimise future problems.

FACET TWO: SECRET ORIGIN

The source of a superhero's extraordinary abilities forms the cornerstone of their story. For those who have always had amazing powers, that experience will inform their natures and perceptions. Others, transformed by outside circumstances, will find their lives irrevocably changed. Some recreate themselves through study, invention, or discovery. Regardless of the source of the character's abilities, no one remains unchanged by power. As with roles, the sample origins are not intended to limit your options. Use them as inspirations for your hero or devise your own.

ARTEFACT

The hero's powers stem from one or more wonders in their possession. Artefacts can take any form imaginable, from a high-tech battlesuit, to a book of magic spells, to a mystical weapon. Some do not have physical substance, taking the form of energy fields or spiritual blessings. The hero might wield the artefact's power directly, or it may transform the character into an alternate superpowered form. The character's rivals could try to steal the artefact, since losing it will rob the hero of their powers. Red Phoenix is an example of the artefact origin.

BORN

Comics are filled with characters whose powers come from strange evolution, divine heritage, alien lineage, or other circumstances of their birth. Some have amazing abilities from infancy, while others develop their powers during puberty or adulthood. However this birthright manifests, it comes from the character's inherent nature, whatever that may be. Those born with superpowers may consider themselves superior to mundane humanity, and normal humans may fear and mistrust those born superhuman. Seawolf is one such born metahuman.

CREATED

What if someone did more than just give the hero powers but actually creates the character with science, magic, or stranger forces? Comic book heroes can be artificial beings such as androids, digital entities, magical constructs, or undead creatures. The hero's creator might or might not have had noble intentions when developing them and could serve as ally or nemesis. Iron Duke is a villainous creation, having become something entirely different from his inventor's dream.

DESIGNED

Some people luck into their powers, but for others, it is a matter of hard work and determination. The path of the self-made hero takes years of effort, though not all such adventurers begin with noble intentions. Whether the character designs a suit of powered armour, masters the martial arts, or embraces mystical spellcraft, those who forge themselves into heroes are among the most determined and motivated of their peers. Caliburn and Lady of the Lantern are both intentionally designed heroes.

TRANSFORMED

Once normal members of their species, transformed superheroes encounter accidental or intentional forces that alter their bodies, minds, or souls. It could be something the hero sought, or one imposed on them by a ruthless mastermind. Any imaginable power source can bring about a comic book transformation: radiation, chemicals, genetic engineering, cybernetics, sorcery, divine intervention, etc. The hero may feel indebted to those who transformed them or resent being remade. Sentinel is this world's foremost example of a transformed superhero.

SYNTHESIS

Some heroes cannot be defined by a single point of origin. Aliens might be unremarkable members of their species until empowered by Earth's environment. A character transformed by alien energies could develop superhuman intelligence that allows them to develop extraordinary technology. Heroes designed in laboratories might reinvent themselves, figuratively or literally. Slipstream is a prime example of a hero with a multifaceted origin.

LET YOURSELF FLY

Imagine what it would be like to fly. Seriously, picture it for a moment. Feel gravity relax its eternal grip. Jets growl around your boots, mystic wings spread from your back, or cosmic glory propels you by will alone. With a thought, you "slip the surly bonds of Earth and dance the skies on laughter-silvered wings". Imagine soaring through the air, racing through concrete valleys, and dancing above treetops. The skies are yours.

Then you see disaster below. A tenement fire traps helpless families, and ladders cannot reach them. You swoop down, and in seconds, over a dozen people who would have been dead are alive. People cheer. They sob. Gratitude echoes around you, even in the air. How do you feel? What is that like, to have infinite freedom, then to use it for pure, unalloyed good?

Some heroes have tragic origins, but for most, that first touch of wonder will shape the sentinels they become. Dark times may follow that initial rush of untrammelled joy. Every crime a hero thwarts risks making enemies. Tensions between mundane and costumed lives will strain relationships with loved ones. Even the noblest hero simmers with fury at continuous enemy ambushes.

Embrace those moments of joy. Play out the American Sentinel's first flight, the rush of Nimbus-fire coursing through Lady Starbright, or Drifter's first adventure in a new, impossible world. Heroes born with their powers can enjoy the thrill of mastery. Those with alien experiences can find wonder in mundane human joys, like the first taste of chocolate or an epic of Earth fiction. Even grim avengers who lost their families to crime can revel in the first experience of triumph in saving others from the same fate. The path of heroes is fraught with difficult choices, sacrifices, and tribulations. Make sure they – and you – know it is worth the struggle.

FACET THREE: MOTIVATION

No matter what fantastic abilities a character might have, it takes an extreme personality to wear a bizarre costume and seek evil to oppose. Origins are the source of a character's powers, but motivations define the hero's purpose. No one becomes a costumed adventurer without a reason, and when worlds fall around them, it is purpose that keeps heroes upright.

CURIOSITY

Few emotions inspire people like a sense of wonder. Explorers see the universe as a place of endless mysteries, and the hero wants to understand as many of them as possible. Curious heroes range from scientists exploring new fields of study, to detectives driven to unravel inexplicable crimes, to visionaries seeking esoteric anomalies. Sometimes curiosity overwhelms the hero, leading to rash decisions. One classic example is the hero who tampers with forces better left alone and accidentally unleashes dangers upon the world.

MAGIRONIN III

DUTY

Some heroes are granted powers by forces of authority, from governments to cosmic councils. At times, royal lines and fantastic organisations come with might of their own, whether from divine lineage or grant of artefacts. The powers come with duties, though, as the culture that gave birth to the legacy instructs or informs the character's use of their extraordinary abilities. Whether from the obligations of noble birthright or an interstellar patrol's code of conduct, the same source that grants the hero power imposes an expectation of heroic behaviour. Depending on the character, this motivation can combine with another. The adventurer may resent their duty or view it as a job like any other.

EXCITEMENT

In a world of superhuman conflict, every day is an adventure. Why not enjoy it? Thrill-seekers become costumed swashbucklers for the excitement and challenge of fighting superpowered criminals. Excitement could be considered a shallow motive, but there is no denying these heroes do good. Villainy offers a similar rush with less risk, so few would question a hero's thrill-seeker's courage. These characters are always looking for trouble and sometimes create it in the process.

HUMANITY

Compassion, self-sacrifice, and heroism are not limited to humans, especially in comic book worlds. Living gods seek humility in the mortal world. Androids dream of understanding human emotion. Metahumans denied fundamental interactions by their powers seek ways to feel like people again. Often, the most alien characters experience humanity with deeper intensity than most humans. Exploration of humanity can lure its students to every dark place human nature can lead, though.

IDEALISM

Some champions need no lessons in the responsibility of power, devoting themselves to the betterment of others from the beginning. Idealism, as the word implies, arises from ideals, ranging from dedication to truth, justice, and freedom, to particular personal, spiritual, philosophical, or political ideologies. Patriotic heroes who support their nation and culture are common; religious heroes worship the gods that grant them empowerment. Superheroes may also pursue the ideals of equality and fairness, trying to protect their communities while serving as courageous symbols for them. Such idealists might defend all oppressed people, though it is more common for champions to focus on a particular community, from human minorities to metahumans or aliens. An idealist's greatest danger is becoming an ideologue, with purpose descending into vengeance.

JUSTICE

The image of Justice wearing a blindfold stands for the ideal of everyone being equal before the law. When the law fails this standard, which happens all too often, heroes step in to protect those whom governments will not. From grim vigilantes to good Samaritans, these heroes comfort those left behind by judgement and ensure that no one is beyond the reach of justice. They walk a thin, perilous tightrope – sometimes bending, or even breaking, the law to see justice done. Adventurers who judge their enemies risk becoming the same menace they fight.

LEADERSHIP

The world needs inspiration and direction, and there are heroes willing to serve as examples to others through guidance, instruction, and leadership. They may do so reluctantly or gladly, but they understand the need and work to fulfil it. Perhaps they try to inspire and lead humanity directly, or they may mentor the next generation of superheroes. They work to evoke the hero that they believe is within everyone, needing only a spark to light the flame. Such leaders serve as beacons of hope and unity, but this same desire drives conquerors to the most terrible depths. Countless villains claim that heroes are not that different from them; wise superheroic leaders recognise that sliver of truth.

PEACE OF MIND

Heroes have problems, just like everyone else. Indeed, most heroes suffer in ways that innocents can scarcely imagine. More than a few use adventure to escape their personal demons, at least for a while. Superheroes are sometimes tormented by powers they do not want or cannot control. They live with terrible burdens — the unending thirst of a vampire, telepathic powers they are unable to shut off, or bestial fury that forever howls beneath the surface. They may be haunted by past traumas, such as the loss of loved ones or the horrors of war. Rather than giving in to their troubles, they fight to rise above them. When superheroes lose that fight, those around them can suffer terrible consequences.

REDEMPTION

Not all heroes start out that way. Sometimes people make the wrong choices in life and either they, or those they love, pay for those choices later. When heroes stumble along the way, they seek to atone for mistakes. Such heroes have a hard road to walk and face mistrust and prejudice at every turn. They hold fast to the belief that people should be judged by their actions, and that theirs will show them to be true heroes. Society proves that faith is wrong too often, however, and drives such characters back into bad habits.

RESPONSIBILITY

Having power can be fun, but it also carries a serious responsibility. Heroes cannot turn their backs on the world, knowing that they have the power to make a difference. Some learn about this burden the hard way and pay a terrible price for ignoring that responsibility. Others accept the obligation that comes with their might and shoulder the burden their power gives them. In their most difficult times, heroes wish they could lay down their burden. Those who emerge from such moments choosing to do their best with what they have prove that they are true heroes. When adventurers suffer terrible losses because of their responsibilities, though, the grief can undermine the strength of the most devoted sentinels.

FACET FOUR: STYLE

It could be argued that the ultimate difference between a hero and a superhero is style. No origin, motive, or even power turns an adventurer into a superhero. All those elements are certainly more important than details of appearance, interaction, and presentation when it comes to depth of character, but style distinguishes your hero from those with similar powers. While two characters may have identical Attributes, they can be complete opposites in every other way, as many villainous counterparts prove. Style makes your superhero memorable in a genre where every adventurer seeks to stand out.

IDENTITY

For many superheroes, the first decision they face is deciding upon their adventuring names. Among those who lack secret identities, a few go by their legal names, but most take a *nom de guerre* to express themselves. Any facet of a superhero's nature can inform such an identity. Some take names from their appearance, like the Iron Duke: a towering automaton with an anachronistic design. Others embody goals or ideals, with Sentinel being the world's most prominent example as he watches and protects the innocent. Historical sources, whether places or events, are a less common source of inspiration, such as Red Summer taking the name from race riots that took place in 1919 to oppose such violence. An item or artefact central to the character's efforts can provide identities, as with Archer Gold and his legendary arsenal. Powers are amongst the most common sources of name inspiration; the most prominent in Empire City is Slipstream, who is Earth's fastest being. A theme or motif can prove just as effective. Red Phoenix is the latest incarnation of an ever-reborn heroine, and while her resurrection power is her least-used by far, it honours her ancient legacy as a warrior that death cannot stop.

COSTUME

To indulge in a brief platitude, a picture is worth a thousand words. A superhero's name serves as a declaration of intent, but a costume makes a statement with every appearance. A hero's costume can be flashy or simple, colourful or dark, form-fitting or loose and flowing, mundane or fantastic – but even the most grounded adventurers have distinct appearances. Some characters have costumes that provide advantages of their own, like suits of power armour or enchanted capes, which they acquire with the Item (page 91) or Gear (page 86) Attributes.

Most heroes' costumes do not interfere with their powers and are not affected by them. Such costumes shrink, grow, stretch, and transform as the characters do. They can also survive basic power usage, from tossing energy bolts to bursting into flames. Many superhero realities justify this effect as super-science, alien technology, or wondrous enchantment. It is the mark of a grounded hero to have a costume that suffers the slings and arrows of outrageous circumstance. This is not worth a Defect by itself, but costume damage during outings can be one consequence of a Luck Shortcoming (page 161).

EMBLEM

One of the most common and distinctive elements of a costume is an emblem or logo that serves as the hero's symbol. A unique emblem can help make your hero memorable and recognisable, and can be used as a substitution for their name in the media and online. A group of heroes may even have a team emblem they all wear, which is more common amongst teams that share an origin. Devising a logo for your hero can help cement a character's presence in the campaign.

MOTIF

A hero's theme should inform the character's look as much as the name. For example, Caliburn has an Arthurian legend motif: he chose to fight crime after having a vision of the Lady of the Lake, and he named himself after King Arthur's sword. Later, he named the reinforced bodysuit he wears to continue battling in his old age the Scabbard, from the notion of it being "worth ten of the blade". A motif may suggest and inspire various elements for your character. Take a hero with a swashbuckling pirate motif, for example. Images quickly spring to mind of swords and acrobatics. Maybe the hero wears an eye-patch that covers a bionic eye with Enhanced Senses, or commands a flying ship. Perhaps the hero uses other weapons, such as a whip that doubles as a grapple-line or a blaster that looks like an ancient flintlock. Jet packs and power over stone would clash with the motif, but the character could wield similar effects, such as "seven-league boots" for propulsion, or control over sails and rope.

FLAVOUR

As explained in the character creation chapters, the Tri-Stat System presents an effects-based game mechanic. Rather than each Attribute being a distinct power, such as a fireball or charm spell, they describe what happens as a game effect; it's up to the players to provide specific expressions for their superheroes. Any element that adds a mechanical effect should be purchased as an Enhancement or Limiter, but in all other ways, players can design a hero's powers to taste. Is the hero's Force Field transparent, translucent, single-coloured, multicoloured, glowing, or shimmering? When the hero teleports, is there a burst of smoke and a loud pop, a flash of light, a sparkling effect, or a gradual fading away? Though such effects will rarely affect game play, these details make descriptions of the hero's actions more vivid.

QUIRKS

Another way of making a character distinctive is to assign a few personal foibles or unique aspects about the character other people may notice. Examples include catchphrases, personal habits, distinguishing marks (perhaps enough to qualify for the Marked Defect, page 157), signature actions like leaving a flower or a copy of a poem behind with a defeated menace, and many more. No character should have too many quirks, but a distinctive habit or two can help your hero stand out.

INTANGIBLES

Each part of the creation process contributes to the whole, but heroes should be more than the sum of their parts. Every aspect of the hero should fit together in some manner. This does not mean every aspect has to be complementary, though. A hero may have private concerns about their own powers, in which case the character's personality and self-image are at odds with their abilities. Such disparities occur for a reason, and the player should have a specific explanation for them.

PLAYER PREFERENCE

When creating your character, think about what kind of hero you would like to play. Motivation is only one factor in considering the adventurer's personality. Does a paragon, who is stalwart and noble, appeal to you? What about a dark avenger – brooding and cautious and maybe a little paranoid? Perhaps a comedian, quick and agile and playful? Might a crusader of the downtrodden, granted power by good fortune or hard work, suit your interests and the campaign? Consider the characters' moral codes, and how that might inform their views before and after becoming costumed adventurers. This is most important during Session Zero, but it can help to revisit a character's background during play. Which heroes still pursue the same dreams and goals they had before, and which change their life's ambitions when they become adventurers?

From there, think about how the character views their abilities. Superheroes' personalities do not always complement their powers, but that is often the case. Paragons of virtue are often bright, colourful figures with extraordinary, but straightforward, might. Dark avengers usually take the "dark" in their concepts to heart, wielding shadows figuratively or literally. Lighthearted adventurers are usually quick and acrobatic, often with amazing speed, but are rarely hyper-resilient. More thoughtful and philosophical adventurers tend to be the ones with broad powers, whether of magic, technology, or the elements.

That said, don't be afraid to defy expectations; comic books do it all the time. Paragons can wield astounding magic. Some urban avengers are fiery racers. A few laughing swashbucklers strike from darkness. Thinkers can be agile and acrobatic. Embrace creativity, and remember that no person is ever just one thing.

GM SENSIBILITIES

No player creates a character in a vacuum. We discuss team building in greater detail later in this chapter, but personality is more likely to align with a hero's role than powers are. For example, an acerbic, cynical speedster might be more of a manipulator or blaster-variant than a protector, sabotaging weapons and pummelling villains at unfathomable speeds. The brilliant inventor could focus on a role as a protector instead, bringing defensive shields and healing equipment into the field. Powerful psychics can function as blasters, targeting minds with telepathic bursts and bodies with kinetic force.

Consider the character's origins as well. If a hero's purpose is to carry burdens across space, and the character's powers came from an alien artefact, why do those aliens want or need a carrier? What caused them to pick that person and that planet? Not every power suite was created with deliberate intent, but some character origins lend themselves to such possibilities, and these can be used as the focus of a later adventure or campaign.

Players will create characters they want to play, so they should have fun with their own characters. You should also consider the character in context. Is the first game about political intrigue? If so, a character who is too naive and shy to speak to others will not have much to do, and the player may not enjoy the game. Is the game about fighting a massive opponent in outer space? If so, how much fun can a player have with a non-powered swordsman? Game Masters should work with players while designing adventures to ensure that each character has something worthwhile to do during the game. Session Zero (page 25) is a vital component to success.

On the other hand, it is unwise to let two characters play the same type unless they are either related or in clear opposition. Most groups do not need more than one brooding avenger, but a mentor and student are likely to work well together. Everyone wants to feel like they are part of the group, and that is aided by giving each character their own niche or role.

SOLO PLAY

Most role-playing games involve a group of players forming a team of adventures, challenged by a single Game Master. As the hobby evolves, designers and gaming groups come up with variations, ranging from playing without a GM to swapping Game Master between individuals' duties in the same campaign. One option that suits the superhero genre well is solo play: one Game Master and one player.

The best-known superheroes have had long, successful comic book series published that showcases their individual adventures. Solo play makes it possible to capture that sort of narrative, with one superhero as the focus of the game and story. While a solo campaign loses the banter, camaraderie, and tactical possibilities of a team, it gains focus and freedom. The player and Game Master can build the campaign around a single character without concern for group balance or specialisation.

A lone superhero should ideally be broadly capable. They should still have a theme – one that defines the nature of their adventures – but the hero should be able to handle anything the setting throws at them. This does not have to mean a high level of power in absolute terms, but a costumed adventurer should be among the most capable heroes on their scale, whether that is a city, a planet, or a galaxy. No matter the region they defend, an individual superhero should have a decent chance of handling anything they are likely to face during the game's story.

SUPER-QUESTIONNAIRE

Chapter 02 (page 25) includes a questionnaire for players, intended to help develop an initial character. Those questions are geared more towards general character development than towards heroic attitudes and personalities. The questions below are specifically oriented toward heroism. Try to answer them from the perspective of your character in order to clarify the character's own ideas and approaches. It is okay if you do not have answers for all or most of these questions when play begins. Just keep them in mind.

Consider revisiting the list on occasion to see if you can answer a question that had you stumped before. Likewise, the answers to some questions might change over time. Questionnaires such as this one are role-playing tools, not homework assignments. No one is going to grade you on how many extra details you add to your character's background.

CHARACTER QUIZ – PART 2

✓ What made you become a hero?
✓ What does "good" mean, in terms of "doing good"?
✓ What does it mean to be a hero?
✓ Which of your powers do you value the most? Why?
✓ How could your teammates or fellow heroes disappoint you?
✓ How do you feel about lying? When would you ever lie?
✓ Do you think liars can be trusted?
✓ Are laws equal? Is there is a difference between natural & human law?
✓ Can a law be unjust? What should you with an unjust law?
✓ Does the legal system work? Why or why not?
✓ Are you part of the legal system, or its alternative or opponent?
✓ Who is, or should be, authorised to punish criminals?
✓ How do you confront the classic "trolley problem"?
✓ Are you ever wrong about people? What are the consequences?
✓ Which types of threats are you best at handling?
✓ Where are you most effective: land, air, water, underground, or space?
✓ What type of adventurer do you most want to be?
✓ What type of adventurer are you afraid of becoming?
✓ Which personality facet provides your greatest self-control challenge?
✓ What could make you give up your powers?
✓ Would you rather have different powers? If so, which ones?
✓ Which other superheroes do you admire and find inspiring?
✓ Would you make an effective villain? Why or why not?

DAILY LIFE

No one can be heroic every moment of every day. Even the most powerful and dedicated adventurers need to take a break some time. What do they do when they are not out saving the world? As the saying goes, "life is what happens while you are making other plans". What is life like for superheroes when they are not adventuring?

SECRET IDENTITY

When deciding on an adventurer's private life, the first and most important question is whether or not they have a secret identity. Are they a world-famous explorer with their own skyscraper, or do they live in a meagre apartment, struggling to make the rent while saving the city? Perhaps some members of a team work openly, while others remain disguised.

Open or secret, most superheroes retain their own identities, having gained or discovered powers after birth. They would already have a given and family names and at least something akin to a normal life. Of course, not every adventurer is this lucky. Some heroes are from other planets and come to Earth full-grown and alone. Others fled their old lives and have created new ones. Which type is your character? Did you have to create a whole new identity from scratch, or can you still use your birth name openly?

Another question is how the adventurer switches between their superhero and mundane identities. For some, all they need do is change out of their costumes and into normal clothes. Others disguise themselves, strapping down wings or putting on glasses. Sometimes the process is more complicated, such as reciting an incantation to change appearances or using makeup to hide unusual colouring. Think about your hero's true appearance, without any equipment or costume. What colour are your skin, eyes, and hair? Are your features human, bestial, alien, or something else entirely? How easily can you pass for normal? Perhaps some characters have public identities because they refuse to hide what they are and are proud to be metahumans, synthetics, or aliens.

PERSONAL HISTORY

While part of Session Zero, it is worth revisiting the hero's background, as it creates the foundation for everything that comes afterwards. Covering the fundamentals during character development will make the questions that follow easier to answer.

BASICS

Start with the basics. How old is the character? What is their gender identity? Are they human, alien, or something else? What is their ethnicity? If they have parents, who are they? What did the hero look like when they were younger?

CHILDHOOD

Where was the character born? Did they have stable parental figures or grow up in a state-run system? What did their caregivers do for a living? How much money did they have? Some of these answers will fall together. For example, if the character's parents were investors, they were at least financially well-off. Does the character have any siblings, either through biology or circumstance? How many, and how old are they? Were the caregivers strict, lenient, or in-between? Did the character go to school; if so, what kind of grades did they get? Did they have friends, rivals, or crushes?

MATURITY

Move the character forward a few years, to early teens up through graduation (if any). What were the character's interests and hobbies? Did the character like to game, read, play sports, or build model cars? What were the character's best subjects in school? Which were the worst? Did the character drop out, graduate, go to college? In what subjects did they major?

EARLY EMPLOYMENT

While some characters become heroes in their teenage years, many do not grow into their roles until later in life. Some characters forced into the superhero world at a young age will also look for work to make ends meet. Before the character became an adventurer, what jobs did they have? Were they in the field they wanted, or did the character have to take on menial labour to survive? What did the character want as an ultimate career before becoming a superhero, and is that still their dream?

OLD FRIENDS

Who were the character's friends as kids? Did they have several, or just a few close ones, or none at all? Does the character keep in touch with anyone? This is a good point in the process to update the family history. Are the caregivers still alive? Are any of the siblings? Does the character live with any family members? Is the hero still on good terms with the people from their old life, or have they drifted apart?

OCCUPATION

The next question is how the adventurer makes a living. If the character is not a full-time hero, they probably have a job (or are a student, which is just as much work as employment). What does the hero do to earn money? Unless the character has several Levels of the Resilient Attribute, they will need to eat. Is the character a teacher? A scientist? An artist? A reporter? Did they inherit wealth, or have they had to struggle for everything they own?

Think about the character's skills and aptitudes. For what kinds of jobs are they suited? Did the hero go to school, train for a job, and get a degree, or did they forge diplomas and certificates to invent a life? Was this a genuine choice, or did the character need false records to safely function in society? If the adventurer has a secret identity, are they happy with anonymity, or do they dream of leaving mundane life behind? Conversely, does the public superhero enjoy fame, or wish they could return to their old life?

How successful is the character in mundane life? Are they in demand as a cartoonist, or do they struggle to find jobs and make ends meet? Are they a beat reporter on a small-town weekly paper, or a star at a major city daily paper, or the anchor on the evening news? For that matter, is the character doing a job they enjoy, or stuck with what they can find? This is partially based on the character's abilities and aptitudes, but also depends on luck and drive. Some people are perfectly happy with a job at a small-town paper, and it might be relaxing after a long day battling aliens or putting out forest fires. Others are more ambitious in their daily life and want to be as successful there as they are at stopping bank robberies and rescuing kidnapped congressmen.

PRIVATE LIFE

Most characters with secret identities are, in every meaningful way, working two full-time jobs. As difficult as it can be for some of them to take time for themselves, it is at least as important for superheroes to make that time as for anyone else. Every adventurer will have people who look out for them, whether those people know about their heroics or not.

Does the hero live alone or with someone else? Is that someone else a friend and roommate, a spouse, siblings, parents, aunt, or something else entirely? Do those people know about the adventurer's double life, and if not, how does the character hide their secret from loved ones?

Does the hero live in an apartment or a house? In the city, in the suburbs, or in a rural area? Consider the hero's occupation and wealth. What can they afford? Buying a home is proving more of a luxury as the years pass by, but perhaps the character inherited it, or can afford it thanks to a spouse's income in addition to their own. Some adventurers need more space than others. A teacher or reporter might need room to go through physical papers, while an inventor or mystic may require work space for their heroics.

Think about what the hero does every day when they get home. Is there someone to say greet them? Does the hero have pets or virtual companions? How often do they cook at home compared to ordering in? Does the hero watch television, play video (or board) games, or go online and chat or browse for hours? How do they deal with social media, both as a superhero and private citizen? What about dating? What hours do they keep when not saving the world? Who is the hero when they can just be themselves?

COVER STORIES

It is difficult for a superhero to run off whenever a crisis occurs and come back without anyone noticing. Look at the hero's occupation. Does their job allow for sudden disappearing acts? Reporters can claim to be tracking stories, and scientists can disappear into their laboratories, but teachers need to show up for class, and news anchors have to be on the air at six sharp. Private life can be just as complicated for adventurers who hide their heroics from roommates and loved ones. How does the superhero manage?

While it was common for heroes in the Golden and Silver Ages to hide their identities from everyone, most modern adventurers have a support network of some kind. Does anyone know the hero's secret? Co-workers aware of the hero's identity can cover for them. Perhaps a family member knows and can explain the hero's disappearances. The more people who know, the easier it is to leave when necessary, but the greater chance there is that someone else will discover the hero's true identity. One falling out or desperate former co-worker could result in the adventurer's secret being revealed to a villain. Is that worth the risk?

What will happen if people do find out? Will the hero's parents be proud or furious? Will the hero's spouse want a divorce? Will their boss fire them, or congratulate them and let him take off when necessary? These all depend on the NPCs around the hero, and such details should be worked out with the Game Master. Most GMs will allow the player to dictate the situation, provided it makes sense. A character who works for a cranky newspaper publisher biased against their superhero identity will probably not hear the boss say, "Glad to hear you're a hero! Take off whenever you need to!"

Think about the hero's mobility as well. A speedster can race home from halfway across the country in a few seconds or minutes. If the adventurer can only leap across rooftops or hitchhike on the backs of buses, though, they need to stay in a smaller area to avoid being missed. Local heroes sometimes patrol a single town or neighbourhood, which makes it easier to get away when necessary and more likely that the hero can return home undetected. Owning a house also allows for sneaking back in, while apartments have watchful neighbours and rarely have roof or backyard entrances. Some powers make such efforts far easier, most notably flight, invisibility, and teleportation.

THE PRICE OF FAME

Not every hero has a secret identity. Some are open about who they are, for a wide variety of reasons. Perhaps they do not see themselves as traditional superheroes, operating primarily as explorers, inventors, or activists. Others may be too arrogant or confident in their abilities to keep their identities from the media. More traditional heroes might be sufficiently dedicated to honesty that they refuse to lie about their activities, finding other ways to protect their loved ones. Metahumans might find themselves working for the government, their names literally on their badges. For some, the effort is too exhausting or demeaning – especially if they have blue fur or scaly skin covering their entire body, or something similar – and concealing that is more trouble than it's worth.

Yet the question must still be asked: what do they do in the off hours? Even the most corrupt cities have days when nothing terrible occurs, and that leaves the hero with no one to save. So what do they do during that time?

Every hero needs hobbies, interests, and pastimes. Perhaps the adventurer loves to read and spends quiet evenings at home with a good book. Maybe they are a scientist who spends any free time in the lab inventing new devices. They may be an explorer who sometimes takes an afternoon or a day to go hiking, spelunking, or hang gliding. The team might even get together to explore dungeons and battle dragons in a fantasy role-playing game. Take the time to develop your character's history and decide what they do when not being heroic. It will give the character more depth, make them more believable, and give you and the GM something to engage between alien attacks and roaring tidal waves.

BEING A HERO

Every role-playing game is someone's first, but it is unlikely that anyone reading Absolute Power needs the modern concept of heroism explained. As villains beyond counting prove, fantastic powers and abilities do not a hero make. While every hero is unique, all share certain qualities: courage, honour, selflessness, dedication, and more. Each adventurer's powers and abilities are an important part of character creation, yet you should also give thought to the qualities that make your character a hero. Motivation provides the foundation of noble efforts, but heroism is more than a single desire, no matter how benevolent.

CHARITY

Heroes already give freely of their time and effort. They devote themselves to the cause of justice and service without thought of reward or compensation. Heroes can accept material and financial support that helps them get the job done; after all, things like secure bases, fast-deployment vehicles, and new costumes are not free. However, financial rewards beyond the hero's basic needs are better given to people who need them most. Heroes frequently donate excess funds to charities and foundations to benefit people in need. Superheroes are likewise careful when allowing any group to license their image, and they do not use their fame simply to endorse products. The rare superhero with both considerable wealth and a public identity might end up entangled with corporate matters, but such adventurers hold their businesses to the same high standards they hold themselves. Wealthy heroes make charity central to their efforts and are often the source of a team's funding to maintain the group's independence.

FAME AND INFAMY

Being a hero means becoming a public figure beloved by millions. True heroes do not allow fame to go to their heads but rather remain humble and thankful for the support and admiration of the public – though some more flamboyant superhero personalities remain sarcastic and irreverent. They are careful not to use their fame or influence for their own benefit, but only to further the causes of liberty, justice, security, and peace.

Sometimes a hero's reputation is tainted. In some cases, superheroes may suffer from prejudice or mistaken assumptions that turn public opinion against them. Whether viewed as threats or menaces, they bravely continue to do what they know is right, even in the face of public hostility. The heroes may fight to save a world that despises them, but in the end, it only matters that they are true to themselves and their convictions.

Adventurers who fail to uphold heroic ideals may also face public scorn and derision, even from superheroes. A hero who "cashes in" on fame to promote commercial products may be considered crass and greedy, and be disdained by other heroes – though a well-financed marketing spin can help blunt criticism. Vigilantes who regularly kill their opponents and accept bounties for doing so are considered little better than criminals themselves. They may find other adventurers looking for excuses to bring them to justice.

FLAWS

Even the greatest superheroes have moments of weakness. Heroes are vulnerable to the same human foibles and failings as everyone else. When pushed to their limits, even heroes can be petty, greedy, vengeful, and short-sighted. Many grapple with inner demons arising from failures or trauma. Sometimes they make foolish mistakes or rash decisions. Adventurers will inevitably fall short of ideal heroism, but one of the things that makes them heroes is that they do not forget the ideal exists.

It is a sad truth that some people will latch on to failures and try to define others by them. Heroes do not let this stop them from helping those in need, and they are willing to risk their lives repeatedly in service to others. They set aside petty fears and struggle to overcome their limitations, to become something greater, and to help others to do the same. They believe that the ideal is worth reaching for, proving they are heroes not because they never stumble, but because they always get back up again.

JUSTICE

Heroes believe in and uphold the cause of justice, if not the actual letter of the law. Injustice must be challenged for the good of society. Wrongs must be righted, the innocent protected, and the guilty made to answer for their crimes in a fair and honest manner. Some adventurers take pleasure in making criminals regret their cruelty, but superheroes have lines they will not cross.

There are times when justice and the law are at odds. True heroes always choose justice, but they do not flout the law. It may be that a hero has to bend the law in order to get the job done. Indeed, some of the most important progress in the real world has come from those willing to violate laws intended to oppress vulnerable people. Heroes know, however, that ignoring the law outright makes them no better than the criminals they oppose.

Superheroes who fight crime usually believe in due process and equality under the law, and that every person is innocent until proven guilty. While they capture criminals, heroes do not take the law into their own hands. Vigilantes who appoint themselves judge, jury, and executioner rarely call themselves heroes.

MERCY

A hero's desire to see justice done must always be tempered with mercy. Superheroes often fight foes willing to kill them or anyone else who gets in their way, but heroes have to take the moral high road. They do not take it upon themselves to punish criminals, nor do they risk the lives of innocent people. They take no pleasure in the suffering of others, although they can appreciate poetic justice when it befalls their villainous foes.

Most heroes are also hopeful that even the worst criminals can be reformed. They recognise that some of their enemies were driven to villainy by terrible circumstances; while that does not excuse their actions, it should mean forgiveness for those who try to change their ways. Even cynical heroes or those confronted with irredeemable evil consider life precious. Their opponents may not deserve any mercy, but if they ask for it, the heroes should be willing to grant it.

OUR HEROES AT WAR

In the Silver Age, superheroes never killed, no matter the circumstances. Whatever terrible dangers they faced, the adventurers of that time always found a way to end conflicts without taking lives themselves. All too often, however, their solutions did not seem merciful on reflection. Godlike heroes would imprison villains without trials, trapping them in endless limbos or subjecting them to mind-bending forms of supposed rehabilitation. They would thwart alien invasions in a single comic issue, with the villain sometimes disposing of themselves in a tragic but convenient fashion.

The Silver Age has come and gone. Alien invasions are no longer thwarted by clever tricks. Even the most kind and merciful heroes face enemies capable of obliterating cities, worlds, even entire galaxies. As superhero fiction has spread to cinema, television, and streaming services, adventurers still do their best to take criminals alive. When faced with armies of implacable invaders, however, the idea that a superhero does not kill becomes one of the casualties. Indeed, outside of comic books, the debate on the superhero's use of lethal force appears to be over.

That said, superheroes should always use the minimum force possible. Heroes never endanger innocent lives. They spare all who surrender and adhere to the highest standards regarding rules of military conduct. Superheroes do not take hostages, attack civilian targets, or torture captives. No matter how grim or brutal the circumstances, heroes preserve life whenever possible.

RESPONSIBILITY

Responsibility is the core tenet of some superheroes, but it is a vital one for all. Heroism is not about having extraordinary powers or abilities, but what you do with them. Gallant adventurers feel a responsibility to use their gifts to benefit everyone, not just for personal gain or glory. They dedicate themselves and their powers to the cause of justice and a better world for everyone.

In the comics, those who choose to put their own needs over those of everyone else invariably suffer. Either their material success proves hollow and empty, or they face tragedy they could have prevented by acting more responsibly. Most who ignore responsibility altogether to become criminals end up with time to rethink their lives while in prison.

Responsibility means that heroes do not turn away when they are needed, no matter how great the challenge. They never see a problem and think, "let somebody else handle it". Rather, they leap into action and confront it themselves. Of course, when superheroes' loved ones suffer because they bore the weight of responsibility themselves, that may cause them to reconsider.

SACRIFICE

Heroes willingly risk themselves to help those in need, sacrificing much of their normal lives. When people are in danger, they offer themselves in exchange for hostages, or walk into a villain's trap to protect civilians. They are willing to do whatever it takes to save innocent people. Superheroes are often the sole line of defence between the world and apocalyptic threats. They know that untold lives depend on them, and they dare not fail.

While superheroes rarely die during their exploits – and popular characters almost never stay dead in the comics – they face regular danger, and sometimes it proves too great for them. Heroes are usually prepared to make the ultimate sacrifice for something in which they believe. Characters should have a rational fear of death, but players need not concern themselves. A superhero's death is often an opportunity to alter powers, style, and even motivation without creating a new character. This should not happen often, however, lest death itself become a bad joke.

SECRECY

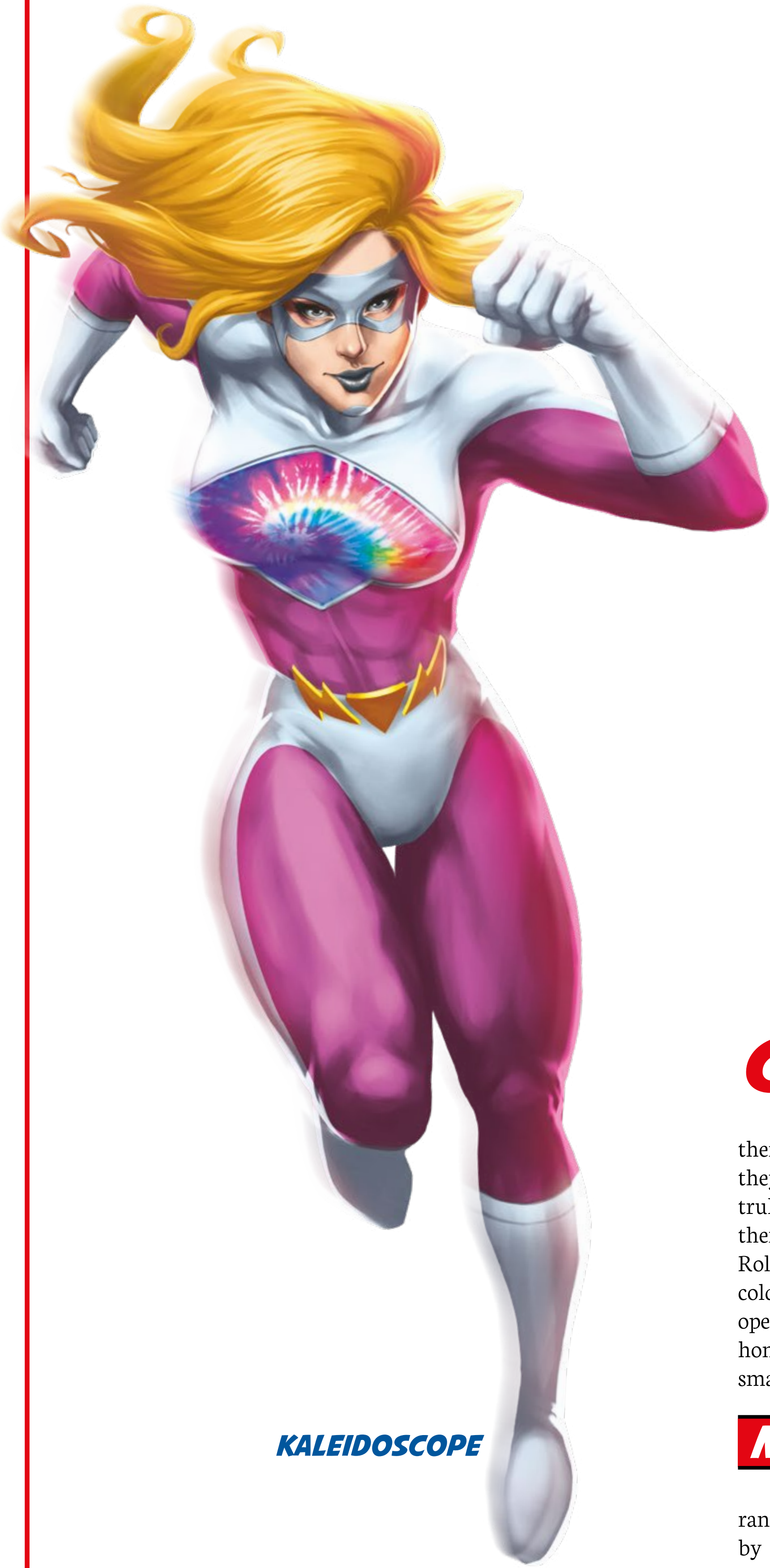
One of the most controversial aspects of the superhero genre is the concept of a secret identity. From desires for a so-called normal life to protecting loved ones from enemies, superheroes have many good reasons for wanting anonymity. Villains seek to control adventurers, while governments and corporations target those with superpowers for efforts to replicate them. Depending on the setting, majorities of civilians typically accept the idea of a secret identity out of respect for a hero's privacy. Governments, reporters, and activists sometimes disagree, but most make provisions, especially for known and respected heroes. For adventurers who face suspicion, though, a secret identity can make matters worse. Observers wonder what menace the hero may be hiding behind that mask.

Since the dawn of the Silver Age, teams of superheroes have subverted the notion of secret identities. Whether for ethical, practical, or financial reasons, they embrace public personas. Even then, heroes learn secrets too dangerous for the public to know. From alien threats and advanced devices to dimensional fractures and magical arts, adventurers hide their knowledge of forces that could ravage the world in the wrong hands. Heroes exercise their best judgement to keep the world safe from those forces, as well as the societal panic that could follow if certain secrets were revealed. Respected heroes may also be entrusted with secrets of national or world security to keep them alerted to potential threats.

TEAMWORK

From both genre and tabletop standpoints, teamwork is essential to successful adventures. While superhero adventures are ideally suited to one-on-one play, the vast majority of campaigns will revolve around teams that work together to advance a common cause. Groups that make the best use of teamwork are much more effective than bands of heroes who each go off and do their own thing.

Teamwork extends outside of a hero's immediate group as well. Most superheroes try to co-operate however they can with legitimate authorities and the government. Some heroes are less trusting of authority, but most recognise its importance and the value of work undertaken by public servants such as police officers, emergency workers, and elected officials. As corruption and autocracy spread, however, such co-operation becomes more difficult – and that makes internal unity more important than ever. Adventurers who cannot set aside their differences when faced with challenges will not last long in an increasingly hostile world.



KALEIDOSCOPE

LONE WOLVES

A "team" of lone wolves is a contradiction in terms. Five loners all wanting to go off and do their own thing can work in games that focus on political machinations, but it is not typical of the superhero milieu and tends to be disruptive to the group spirit. It also leaves most players waiting their turn as the Game Master must run each character through individual scenarios.

That said, one lone wolf can add spice to a team. The loner is often willing to bend the rules the most, and sometimes is the only one who will make the impossible decisions and do what needs to be done. The GM must remember, however, that diverse moralities may spark conflict between characters. This can provide great role-playing opportunities, but can also destroy a group if players are unwilling to compromise. It is best to discuss such issues during Session Zero before play begins, so everyone knows what the boundaries are.

If your GM agrees to let you design a lone wolf, you might need to make compromises to your character concept for the good of the game. You cannot always be off doing your own thing, since it tends to monopolise the Game Master's time. Consider if your character really needs to follow a lead alone or if they should share information with the other characters. Although you may wish to stick to your character's ideals, there is nothing wrong with occasional metagaming when it ensures everyone has a good time. Perhaps your character was a loner before they joined the team, but is now starting to care about their teammates, and thus will be sure to watch out for them. If you really miss the loner aspect, you can always ask your GM to run a short solo adventure outside the group dynamic. Another option is to write their solo adventures in a journal or blog – something that adds character depth.

GREAT POWER

The difference between superheroes and other heroes is right there in the name – they are, figuratively or literally, "super". Since they are distinguished by powers or abilities no normal person can truly possess, when discussing superheroes, one must confront their power. As with moral codes, every superhero is different. Roles, origins, and templates define a character's purpose, but the cold, hard reality is that power affects the scale on which a hero operates. A brilliant detective can be every bit as brave, just, and honourable as the atomic demigod, but only one of them can smash meteors out of the sky.

MEASURING MIGHT

No matter how popular superhero duels can be – in arenas ranging from this game to computer-animated battles decided by physics calculations – there is often no right answer when comparing super-adventurers with different abilities. Is an elemental heroine more or less powerful than a shapeshifter? She can control the weather, but he can change into multiple forms. How does either of them compare to a powerhouse with superhuman strength, speed, resilience, and flight? The question becomes even more complicated when addressing the many facets of heroism. Which of them will fare best against a towering monster? A horde of zombies? A psychic spy? The limitless types of challenges heroes face are the reasons why the most effective superhero teams have varied memberships.

It is therefore vital to understand each hero's power range. If you are unable to measure the strength of the characters, the GM cannot determine whether an adventure or scenario is appropriate to the group. Heroes need to know whether a particular villain is too powerful for them to take on alone or too weak to pose a real threat. You also cannot tell whether characters are all of a comparable level. It is possible to have characters of wildly different power levels within the same team, even if they are built on the same numbers of Character Points. The GM and the players should know this beforehand, however, so that everyone is prepared for the situation.

Individuals in the group should understand how each character's power affects adventuring, Strong characters need tough challenges, or easy victories will make their efforts seem meaningless. Weaker characters need smaller-scale challenges or some way to level the playing field. Otherwise, they will be frustrated and may eventually quit. Less tangible facets matter, of course. A fight between the elemental heroine and the shapeshifter might come down to questions of experience, creativity, willpower, and even luck. Mortal heroes can overcome a powerhouse with a known weakness to exploit. Every group must balance the varying natures and capabilities of its characters to ensure satisfying adventures.

As a practical matter, measuring the power of adventurers comes down to defining categories. Absolute Power recommends three as a baseline: versatility, scale, and dimension. Do not worry about exact numbers, but keep in mind how each hero compares to others on the team in a general sense.

VERSATILITY

Versatility is just what it sounds like: the variety of powers a hero can deploy. A hero with one weak superpower is not in the same class as a hero with that same power plus three others of similar strength. Characters with Attributes like Power Flux and Dynamic Powers possess versatility beyond normal calculation.

SCALE

Scale is the degree to which the power is beyond normal human abilities. Being able to lift and toss a grown man across the room may count as Superstrength, but that is technically within the ability of the strongest bodybuilders. Hurling a small car is beyond any normal human, and throwing a skyscraper even more so. Of course, most metahuman powers are well beyond the ability of most people, but you can still measure scale. A pyrokinetic who can start match-sized flames and make small fires dance has a much less intense version of the power than a pyrokinetic who can sheathe themselves in flame and become a living torch.

DIMENSION

The third aspect is dimension, which refers to how far a power extends and how many people it can affect. A telepath who can send images two miles away is more powerful than a telepath who can only communicate with people a block away, but less powerful than the telepath who can send messages around the world. The telepathic twins who can communicate with each other anywhere in the world but cannot mentally contact anyone else are on par with the middle telepath – they have a greater range, but can only affect each other. The standard Enhancements of Area, Duration, Range, and Targets (page 141) are elements of a power's dimensions.

Absolute Power defines five broad power level categories, which consolidates the nine power levels from Chapter 02 (page 26).

NON-POWERED

These adventurers are normal humans, or share basic traits with them. They have no superpowers or hyper-advanced technology. Everything they can do is within known human limits. That does not mean the hero cannot be strong and fast, but a professional bodybuilder can match their strength and an Olympic runner could equal their speed. No mental powers beyond strong intuition are possible for this category, nor are any abnormal abilities such as flying, shooting eyebeams, or speaking with the dead. Technology is limited to the bleeding edge of human civilisation in the era.

LOW-POWERED

Heroes in this category have one or two low-Level powers. Their abilities are not human, but they are low-intensity and only have a limited influence. For example, a hero might have a sonar-like sense. This is clearly not a human ability, but it only works for the hero and only covers a limited area. Another hero might be a pyrokinetic, capable of controlling and shaping flames into any form desired, but only if they stand within close proximity to the flames and only if the flames already exist.

It is also possible for the hero's power to be impressive, but have severe limits. For example, a hero might possess eyebeams capable of burning through solid steel, but they cannot shut them off or reduce their intensity (and they may be forced to wear protective headgear to avoid incinerating everything they look at).

MID-POWERED

Heroes in this category have either one impressive power or several low-range powers. For example, a hero strong enough to lift a car, fast enough to dodge bullets, and able to climb up walls and ceilings would belong in this category. All of their powers are personal and limited – perhaps they can only dodge bullets if they sense the fired shots – but they have several notable abilities.

A person with superspeed who is fast enough to weave between bullets and outrun planes would be mid-powered if that were their only superpower. Remember that some lesser powers can be tied to the primary ability, especially if they are necessary for heroes to survive using their own powers (such as rapid stamina and healing that are tied to the character's use of superspeed).

HIGH-POWERED

This category is for heroes who possess several powers, each of which is at least mid-level intensity and has significant influence, or for those who possess a single impressive power with a variety of uses. A woman who controls the elements would be high-powered; technically, her lone power is weather mastery, but she can use that to fly, summon lightning, create mist and rain and fog and snow, hurl people and objects about, change temperatures, and more. A hero with moderate Superstrength, Superspeed, Flight, and the ability to alter their own density (becoming intangible or diamond-hard as desired) is definitely high-powered.

GODLIKE

This category is reserved for those heroes with multiple high-intensity powers, or those that have an extreme reach of influence, or both. These heroes often have mastery over a single aspect. A hero with tremendous Superstrength, Superspeed, Flight, and invulnerability is godlike since all of their powers are at high intensity despite their lack of range. A master mage, capable of casting complex magical spells with a single thought and able to duplicate almost any known superpower, would qualify as godlike due to their ability scope. In superhero games and comics, actual gods do appear occasionally, and most of them would also fall into this category. For example, a Norse thunder god with strength, invulnerability, dimensional flight, and the power to control weather would certainly be godlike.

GET GOOD: SKILLS

Skills are often a neglected aspect of superhero creation. Characters can become collections of powers with no other abilities to back them up. The selection of a signature Skill Group – or a few choice Skills if using the optional individual Skill system (page 194) – can add depth and utility to characters and enhance their roles within the team.

For example, a character with the Scientific Skill Group may find it more useful than the ability to punch through a brick wall when it comes to saving a heart attack victim. A hero with the Business Skill Group may be able to cut through governmental red tape that is more restrictive than a villain's deathtrap, allowing them to act freely. The Detective Skill Group is as instrumental in unravelling the clues to a villain's mysterious crimes as highly refined supersenses. Some heroes might wish to specialise in Skills rather than superhuman Attributes; their "power" is their extraordinary range of skills.

Unlike superhuman powers, Stats make it relatively simple to create a character who is competent in many fields. If a player wants their character to be among the world's best, consider adding the Expertise Attribute to their Stats and Skill Groups. The world's greatest surgeon could have high Stats and several Levels of the Scientific Skill Group, but the addition of Expertise makes it far less likely that they will fail a simple roll.

CRISIS MANAGEMENT

How do power levels affect heroes in the field? One of Sun Tzu's most famous statements is, "If you know the enemy and know yourself, you need not fear the results of a hundred battles". Superheroes must know their powers and limitations, not out of competition or myopia, but because you can only best use your abilities when you understand their strengths. Self-awareness allows heroes to use their powers more effectively by letting other people handle things they cannot and concentrating on tasks at which they excel.

Here are two examples of heroes facing widespread destruction. One is a natural disaster, while the other is focused on a military engagement. Each crisis examines how heroes of differing power levels might react, and what they can reasonably accomplish.

THE FLOOD

An enormous tidal wave threatens a small city. If the wave hits, it will flood the streets and turn the entire area into a lake higher than many buildings. How can the heroes respond to this?

Non-powered heroes cannot oppose the wave as a physical force. They will be most effective before and after the disaster. Prior to its arrival, they can help organise the evacuation, convincing people to reach safety and helping clear paths for escape. In the aftermath, they can round up people who are cut off, using their agility and strength to manoeuvre across the flooded city and seek out those trapped in buildings or perched atop collapsing roofs.

Low-powered heroes will also be best at saving individuals. Sonar sense can locate refugees trapped underwater or in small spaces, while eye beams can cut through walls and doors to rescue those people. Someone with pyrokinesis can stop small fires – the tidal wave knocked power lines loose, and small fires will likely start wherever those lines hit dry wood or cloth.

Mid-powered heroes can tackle the wave itself. They cannot stop it entirely, but they may be able to reduce its effects. A wallcrawler, for example, can use their Superstrength to reinforce the dam, piling cars on top of the sandbags. The speedster can also shore up the dam, adding sandbags with Superspeed, but they could also create a funnel of air by running in a rapid circle; this funnel might slow or divert the wave and push it back slightly. After the wave hit, these heroes could be invaluable in search-and-rescue, tearing apart walls to retrieve people and reaching them seconds before the water pours in.

High-powered heroes could be capable of stopping the tidal wave before it hits, though it may be a close thing. The elemental heroine can summon winds to drive the wave back, or she may have control over water and be able to affect the wave directly. The hero with density control can use their strength, speed, and energy blasts to build an enormous dam, or they can create a massive prow and dive into the centre of the wave to bisect it, so it hits on either side of the city.

Godlike heroes can stop the wave before it reaches the city. The hero who combines Superstrength, Superspeed, and Flight can fly around the wave to generate a funnel, the same way the speedster did, but more effectively and before the wave reaches its full height. They can also do the same thing by swimming at superhuman speed, forcing the wave back before it hits. A magical adept could transmute the wave into harmless foam, or calm the seas through sheer power; while similar to the high-powered elemental heroine's efforts, their control and range are greater.

THE INVASION

Alien forces descend in small, fast ships and destroy most of Earth's militaries. Once they land, the aliens march through Earth's cities to herd people and kill anyone who resists.

Non-powered heroes will be useless against the spaceships at first, but they may be able to eliminate individual aliens. Over time, they might learn to use the invaders' technology against them. Their best use, however, would be in organising resistance and rescuing key people from alien captivity.

Low-powered heroes will also be effective in forming a resistance, and several could band together to create a safe zone. The pyrokinetic can keep fires burning around the perimeter to ward off attacks, and the hero with sonar can detect attacks early enough to ready defences or retreat. The hero with eye-beams might be able to take out smaller ships as they approach.

Mid-powered heroes will be able to confront individual ships to stop the aliens from landing. The wallcrawler can hurl cars at them, and can also land on one ship to crash it into another. The speedster is most effective on the ground, but he can run rings around the aliens, disarming whole platoons rapidly and leaving them to the mercies of their would-be captives.

High-powered heroes can take the fight to the aliens, attacking their ships before they reach human cities. The elemental heroine can strike ships down with lightning and slam them into one another with gale-force winds, while the hero with density control can smash through ships with their bare hands, or ghost through several in a row to disrupt their controls and cause a crash. These heroes will also be inspirations for resistance movements, since they are strong enough to openly defy the alien forces.

Godlike heroes will engage with entire squadrons of alien fighters, or hunt down the mother ships in space. The hero with Superstrength and Flight can target capital ships and fly through them, disabling the ships and preventing them from releasing attack squadrons. The master mage can turn entire ships into tinfoil, reverse the flow of power systems, and cloud the minds of the fleet's leaders. These heroes will likely not join the resistance directly, since they are more effective when focussing their efforts and unleashing their full powers at the enemy source. They may rescue key people, but will otherwise concentrate on destroying the fleet or neutralising entire platoons at once.

Obviously, these are only two examples, and only a few examples of each power level, but they should provide some ideas. Once you know into which power level category your hero fits, consider these two crises from their perspective. What would they do in these situations? What would be the most effective course of action, provided it did not violate the hero's personal ethics?

CONSISTENCY AND GROWTH

Questions of balance and power consistency are not only for the beginning of a campaign. Players and Game Masters must also determine whether or not a hero's powers remain stable throughout their career. While this decision can be adjusted after play begins, the group should consider how their adventurers will develop over time.

STABILITY

Often, a hero's powers remain stable: the hero gains the ability at a certain level, and that never changes. Some powers cannot change; for example, how would the ability to walk up walls and onto ceilings become more powerful? Strength and speed can change, and in normal people they do, based upon factors like age and exercise. These are superpowers, however, and are not necessarily bound to those factors. An individual who can lift a car is doing something beyond human ability, and their strength – whether it came from an irradiated spider, cosmic rays, solar energy, or super-soldier formula– might stay at the same level for the rest of their life.

This stability does not refer to skill at using a power, but only to the actual power level itself. A pyrokinetic might never become any stronger with their power, never gaining the ability to manipulate flames at long distances and never learning how to create flames from nothingness. With practice, however, the character can learn how to sculpt the flames more accurately and precisely – from crude shapes to actual lifelike images – and it could require less concentration to manipulate those shapes. The power level is still the same, but their skill with the power has increased with practice.

Are stable powers a problem or a weakness? No, not specifically. The hero can become comfortable with their abilities, learn to use them more effectively, and find new ways to use them innovatively. Remember that being a hero is not about how much you can lift or whether or not you can fly; it's about how you use the tools at your disposal to help others. Players can assign Points to numerous supporting Attributes, from Combat Techniques to Gear to Skill Groups. Superheroes who cannot strengthen their metahuman abilities can still learn to do new things with them, and improve themselves in other, human ways. Sentinel and Caliburn represent heroes who have kept their fundamental abilities, yet grow through experience, Items, and connections.

FLUCTUATION

Not every ability remains at a consistent level, of course. Some powers fluctuate and becoming more (or even less) powerful over time. Certain superpowers fluctuate as part of their nature. For example, someone with control over storms may be influenced by lunar cycles (which affect tides) and by seasonal shifts or even temperatures. Other powers may fluctuate based upon the hero's own state, becoming stronger when the hero is rested and well-fed and weaker if the hero is tired, hungry, hurting, or confused.

Many heroes have powers tied into their emotions, and those powers can become stronger depending on the emotional state of the hero. For example, a hero with Superstrength, might grow stronger as they grow angrier, and become weaker when calm.

Powers can also fluctuate over longer periods of time. Star signs, weather conditions, the Earth's bio-electric field, solar and lunar eclipses – all of these can alter a hero's powers if they are related to the forces in question. A hero with star-based powers, for example, could easily be affected by the position of the planets and the sun, or even by solar flares and comets. More relevant to character development is the impact of time. As heroes age and train, their powers might increase from use, or decrease as the body wears out. Where some adventurers with Superstrength could have unchanging power, others might be able to improve with an exercise regime designed to challenge the limits of their muscles or energies. Some power types in particular, such as hyper-technology or mastery of the mystic arts, lend themselves to this type of growth.

Are fluctuating powers bad? Not necessarily. True, the hero has to adapt each time their power changes, but that keeps the hero alert. Heroes with stable powers learn to rely on them, and sometimes become too comfortable, while those with fluctuating powers prepare for any possibility. Powers can fluctuate by becoming stronger, which could be a good thing, although that would require relearning control. That is probably the greatest challenge costumed adventurers face with improvement. A hero who can lift cars has learned how much pressure to use when shaking hands, but if he can suddenly lift skyscrapers, he needs to learn control all over again.

Red Phoenix, Grandmother Raven, and Slipstream represent different kinds of growth. An epic adventure transformed Red Phoenix in a single moment of apotheosis, allowing her to claim the full might of her Mantle after decades. Grandmother Raven received gifts and training in discrete amounts; her patron infused her staff while teaching her to expand her spiritual expressions. Slipstream grows faster and more capable over time, and his speed has been increasing consistently over the decades.

CHANGING POWERS

It is rare for a superhero or villain to develop completely new powers or reinvent older ones, but it can happen. Costumed adventurers find themselves in fantastic circumstances all the time, and occasionally those circumstances transform them in unpredictable ways. This has advantages and drawbacks, of course. On the plus side, the hero may gain more control over an erratic power, or develop new uses for it, or even gain a new ability altogether. These can make the hero more potent and more effective, and also harder for old enemies to predict and counter. At the same time, gaining a new power or altering an existing one means relearning control, while simultaneously discovering new limits and possibilities. This can take time, and until the adventurer has mastered the new or altered ability, they might hesitate – something which can prove deadly in a crisis.

There are many reasons why an adventurer's powers could change. Some of the more common reasons are detailed herein, though the possibilities are limitless. Each hero reacts differently to situations, and those reactions – plus the source of the adventurer's powers – determine the most likely cause.

EXPERIENCE

Some powers simply become more refined with time, as the hero learns to control the power better. For example, a hero with cold-based powers might be able to coat themselves in a layer of self-generated snow to provide protection from harm. As they gain more command over their abilities, they might learn to coat themselves in ice instead; the ice may grant more protection and enhanced mobility compared to the snow. The power has not really changed, but the hero has learned to use it more fully.

This reason can be challenging to address during gameplay, since there is often no clearly defined moment at which the change occurs. At what point has the character gained enough experience to justify altering their powers? While the mechanical answer is "when the player has earned enough Character Points through advancement", the two most common in-universe options are the training montage and the crisis event. The former is the fun variant of downtime development, as the character acts on a eureka moment to push themselves to new heights. Crisis events are more dynamic and afford the character a true moment to shine when learning to surpass former limits to save the day. Sentinel-Earth's Witchlight represents the power of experience, from their humble origins as a sidekick to godlike might as the Mystic Transcendent.

EVOLUTION

The power, or the hero, may grow to a higher level. This is not the same as experience, since it is based either on some intrinsic timetable – a hero could evolve after a few weeks or after a decade – or on external stimuli –the power may evolve during a crisis because the hero needs it to. When heroes evolve, they might change physically, becoming a more advanced version of humanity, and their powers will change to suit the new form.

A metahuman who can fly, for example, might initially be simply a woman with wings, but over time her body adapts further for flight: her feet become clawed, her eyesight sharpens, and her reflexes speed up, all to evolve her into a more bird-like individual. A hero who can store solar energy and use it for strength might also discover that he can fire bolts of solar energy during a crisis as well. This was not a matter of experience because he did not learn he could do this or even experiment with such a possibility. He simply needed to stop someone outside his immediate reach, and he suddenly manifested this new aspect of his power. Technological developments can also serve as "evolution" for characters dependent on it, such as Tokkotai being rebuilt with modern technology after decades of stasis.

TRAUMA

Undergoing a traumatic experience can alter anyone's outlook. Thus, it makes sense that trauma could alter superpowers as well. This can occur in two ways: the hero can manifest a new power during the trauma – most likely as a way to end the situation – or a power could manifest after the trauma as a result of the emotional scarring. For example, a telepath may discover after surviving an assault that they can generate a psychic knife for combat. This power was not present previously, but the trauma triggered a need for something more combative, and the telepath's powers responded to the demand. Obviously, trauma does not always trigger a new power, or superheroes would have thousands of powers each. The trauma must be truly severe, powerful enough to permanently alter the individual's view of the world. Magistrate is a notable example of a hero growing stronger through trauma, calling on new depths of might when faced with the Haud Crisis.

EXPOSURE

This is perhaps the most common method for changing or gaining powers. The hero is exposed to something related to the original source of power or something that can affect an individual's composition. For example, an adventurer whose body was altered into a monstrous creature by cosmic ray bombardment might change further if struck by additional cosmic rays.

Since many heroes gained powers from exposure to a substance, it makes sense that additional exposure could produce new alterations. Other substances may also have an effect. For instance, a hero with water-based powers may change appearance and ability when exposed to ancient aquatic creatures, as her existing powers are influenced by the presence of the powerful beasts. Red Phoenix was transformed by the once-lost Mantle shards and is the most famous example of change through exposure.

GM CONTROLS

Why should the GM let a player change their character's powers? First and foremost, it keeps the game interesting. If every character stays the same throughout a long campaign, the players may eventually get bored with the characters. Life is about change, and heroes are exposed to more extreme situations than anyone else. It stands to reason that they would change occasionally as a result. Letting players alter their characters' powers satisfies them and renews their interest in the game. It also interests the other players, both because they could alter their own characters (you have now established that such alterations can occur) and because their characters have to adapt to their teammate's new abilities.

Carefully consider Character Point totals. Most players want to either increase the strength of a power or add a new power, and many of these improvements are costly. If the GM allows the players to make such changes without cost, that potentially unbalances the game. Every player should subsequently be permitted to make similar changes without cost. GMs may instead request that players save up their Advancement Points (Book Two, page 65) for the desired changes, which means that the other characters are also improving at the same speed. They may not gain new powers, but their existing powers may grow stronger, and the entire group retains Point-based balance. Ideally, the Game Master will give every character the same number of Points, creating a baseline for maintaining team balance.

One option to reduce the cost of change, while balancing player desire with GM limitation, is the Unknown Power Attribute. A player who wants to add the Flight Attribute to their hero knows the character will get a new power at some point – most likely Flight, since the points are available – but the GM decides how the power manifests and if it has side effects. This keeps the player guessing, and lets the GM work the power into the narrative so it makes the most sense. For example, a hero with solar-based powers might gain the power to fly after exposure to intense solar radiation. In order to use this power, however, they must absorb all the sunlight from an area, plunging the surrounding area into darkness. Now the hero can fly, but they are also an easy target, and their allies are all left blinded by the sudden darkness.

The point here is not to be cruel but to ensure equity between characters. The cost of these new powers can thus be reduced through the application of new Limiters or character Defects. By creating such consequences, GMs make it clear that changing powers should not be done lightly. If a player really wants change, they should seriously consider the matter first. It also reassures the other players that the GM is not playing favourites or allowing too much player freedom. Finally, these consequences allow for even more character development, as the character learns to adjust and compensate for their surprising new situation.

Game Masters should only impose such drawbacks to new developments if providing them for without imposing a Point cost (or offering them at a reduced cost, as with the Unknown Power Attribute). When characters spend Points earned through advancement to improve abilities directly, they should get what they paid for without having disadvantages forced on them.

CHARACTER REACTIONS

Responses to changes in power, whether from alterations or growth, should involve more than just being able to punch better. Consider the characters' personalities and outlooks, whether they have friends and live in the normal world, or are full-time superheroes. Professional adventurers will usually have fewer difficulties adapting, since they do not have to worry about the impact of growing an extra pair of arms on secret identities.

This does not make all changes equal in this manner. One character with a secret identity might find a transformation fulfilling when it does not endanger their secret identity, while a public figure who goes from sidekick to demigod might find the pressure overwhelming. Account for the source of the change as well. A hero who underwent severe trauma will have to deal with those issues and scars before coping with any new powers, and the new powers may serve as a painful reminder of the initial incident. Experience and evolution require less adaptation, but suggest that the hero was actively working to improve. After gaining new powers or changing existing ones, the hero will most likely return to work immediately to study these new abilities.

TOOLS OF THE TRADE

Different superheroes have different methods of engagement that depend on their powers, skills, personal codes, and attitudes. Most costumed adventurers are reliable, though. They decide on the best way to handle a specific situation and are usually consistent and effective in their techniques. This does not mean that heroes are predictable, but every capable superhero will rely on certain dependable procedures. For example, Sentinel can fly and has enhanced vision. When he has time, Sentinel circles an area before descending to get an overview of the situation, so he can help in the most productive manner. This circling is part of Max Liberty's methodology, based on what he believes will make the most effective use of his time and abilities. Ultimately, methods come down to how the heroes see themselves. That image influences the hero's relationship with others, from gear to team members and allies to enemies.

WONDERFUL TOYS

What equipment does your adventurer need to be most effective? A grapple line for swinging from building to building? Nets to restrain fleeing criminals? Night-vision goggles to operate in the shadows? Make a list of everything the hero needs. Keep the hero's powers in mind – night-vision might be redundant for an adventurer with radar supersenses, and heroes who can fly will rarely need a rope line. Think about the superhero's personality as well. Only those willing to use lethal force are likely to carry firearms. Boisterous adventurers not known for their stealth would scoff at night-vision goggles in most cases.

Once an initial list is ready, pare it down to the essentials. Consider the character's size, build, powers, and travel method. Someone who leaps or swings between buildings cannot carry anything bulky or heavy. An adventurer with a car can store equipment in the trunk, but most carry their essential tools while in costume. Remove anything the character cannot carry easily, unless they have a secure location to cache such items. Then remove anything the character would only use on rare occasions. For example, a costumed adventurer might want a jetpack or a motorcycle, but is not likely to need both. Heroes with a wide variety of vehicles should consider the Power Flux or Power Variation options, as they are only able to use one at a time.

BUDGET

Not necessarily a financial budget, though it is an option for characters with Wealth. Unless the adventurers have Defects that reduce their resources, they can afford basics like normal vehicles, computers, and communication equipment, but anything more will require purchasing certain Attributes. The interplay between Connected, Wealth, Gear, and Items is described briefly in the Items chapter, but you should consider how to balance them for your characters.

ACQUISITIONS

Also, keep in mind how your adventurers acquire their equipment in the setting. Wealth and Connected provide simple answers, but resourceful heroes can make wonders out of scraps. The current Lady of the Lantern kept her namesake device after a criminal forced her to build it. Rain Killer escaped ELITE Operations with her signature armour, upgrading it until she could replace the obsolete model with Red Anodyne's help.

For less fantastic needs, public businesses can supply many standard tools. People might wonder why a character is carrying a grappling hook or a small hang-glider, but none of those items are illegal or even suspicious by themselves. As long as the hero can visit a store, they can acquire any mundane items they can afford.

More unusual equipment will require additional licences, contacts, and resources, ranging from minor bureaucratic obstacles to acquiring unique materials. The more astounding the artefacts, the more scrutiny they will attract. Heroes with the right Attributes will be able to construct equipment themselves, but others will have to find engineers or wizards for their Items. While Skill Groups are not required to use, repair, or modify real-world equipment, Game Masters may want to require a few Levels of the Technical, Science, Academic, or Occupation Skill Groups when dealing with hyper-technology or enchanted wonders.

INFORMATION GATHERING

Superheroes are dedicated to stopping crimes, saving lives, and doing good deeds. To help those in peril, however, adventurers need to know where to find them. Gathering intelligence is often a crucial aspect of heroism, and every team handles the task differently, based on their powers but also personalities.

RECONNAISSANCE

Heroes with flight, speed, agility, or stealth often prefer reconnaissance for locating crimes and crises. The simplest method is to travel back and forth from the proverbial high ground, whether flying above the city, swinging between skyscrapers, or leaping across rooftops, looking for those in need. Some heroes fly grid patterns, while others may circle a hot spot, travel in a zigzag pattern, or even patrol based on instinct or unusual awareness.

The drawback to flying reconnaissance is that the hero is far above the ground and usually moving at high speeds. They must remain alert at all times, or a crime could pass below while the hero is looking at something else. The advantage is that the hero is well above everything with a bird's eye view, able to swoop down in an instant if someone needs help.

Rooftops provide a similar vantage and the added benefit of cover. The problem with them is that the hero may not be able to reach every portion of the city or neighbourhood if the roofs are too far apart or too low to offer a good vantage point. Other heroes may work from the ground, either with a vehicle or on foot. They see events at eye level, and are more likely to notice situations nearby, but they cannot see as far; those without special movement capabilities cannot easily travel over obstacles.

Heroes should also decide whether to follow a preset pattern or take a more random course. With an established routine, people know roughly where the hero will be at any given time, which is both good and bad. Those in danger can locate the hero for help, but those with grudges can use the patrol to set up ambushes. Random courses are less predictable, but the hero needs to be more careful because it is easier to miss a particular area when using an improvised route.

On Sentinel-Earth, most members of the Guard use reconnaissance to patrol Empire City. Sentinel, Red Phoenix, and Grandmother Raven trade boroughs each day, combining set locations with semi-random flight patterns to ensure those in need can reach them while keeping criminals from knowing where and when to avoid them. Slipstream does the same on foot, covering all of Empire City at least three times a day when possible.

INFORMANTS

Heroes who know the streets like to use informants. Some are small-time crooks who will sell anyone out for a few bucks. Others are cops who tip the hero off to fresh crimes or mysterious incidents. Reporters make excellent informants, since they nose around anyway. Who the informants are depends on the hero. Who would they contact for help? Who would be familiar enough to call or visit, but distant enough that the hero's secret identity would still remain safe? See the Companions chapter, page 267, for game stats of a standard street informant.

The other question with informants regards how the hero handles such encounters. Does the reporter call out of gratitude, since the hero saved their life? Does a snitch give up information readily, or does the adventurer beat it out of them? Some heroes bully their informants, particularly criminals, while others treat them as business contacts and pay them. Payment is not always in money, either. For example, adventurers often provide reporters with tips, interviews, or exclusive footage. Other heroes encourage emotional connections, forging genuine friendships and looking out for their contacts.

Caliburn makes extensive use of informants, lacking the speed and mobility of his fellow Guard members. Whether in London or Empire City, he looks out for those in poor, run-down, and forgotten neighbourhoods. In turn, they keep the Last Knight informed of developments on the streets, from the latest meth lab to which stores crime families shakedown most frequently.

MYSTIC SENSES

Some heroes have mystic powers and can sense crimes in their area. For a few, that means looking into a crystal ball. For others, it means astral projection or a tingle at the back of the neck. Some may even have visions of past or future events. If the character has a mystic sense, how does it work? To what is it drawn? Does the hero only see murders, or any crimes, or only metahuman crime? What range does the sense have? How accurate is it? How much advance warning does it provide? Note that some heroes have no mystical ability themselves, but associate with mystics who can provide warnings and premonitions.

Sentinel-Earth's mystics like the Mystic Transcendent tend to focus on threats to reality, but some turn their supernatural attention toward crime instead. Red Phoenix guides her patrols with magical insights, the Baron calls on spirits to guide him towards those threatened by evil, and Britannia uses her danger sense to look for desperate situations.

TAPS AND FEEDS

Why gather information yourself when you can have someone else do it for you? Crafty heroes, particularly those who favour stealth and subterfuge, might tap into police scanners or FBI radios. That way, the hero knows everything the law knows, and can not only help solve crimes but can also avoid detection and capture. Police scanners are easily monitored – all the adventurer needs is a scanner and the right frequency.

The other option is to tap a particular object, such as a crime boss's cell phone or an assassin's laptop. This provides information about that individual's plans and activities, instead of the more general information from a widely used radio frequency. Of course, tapping into these devices requires getting close to one long enough to plant a bug, but a clever hero can find ways to make contact.

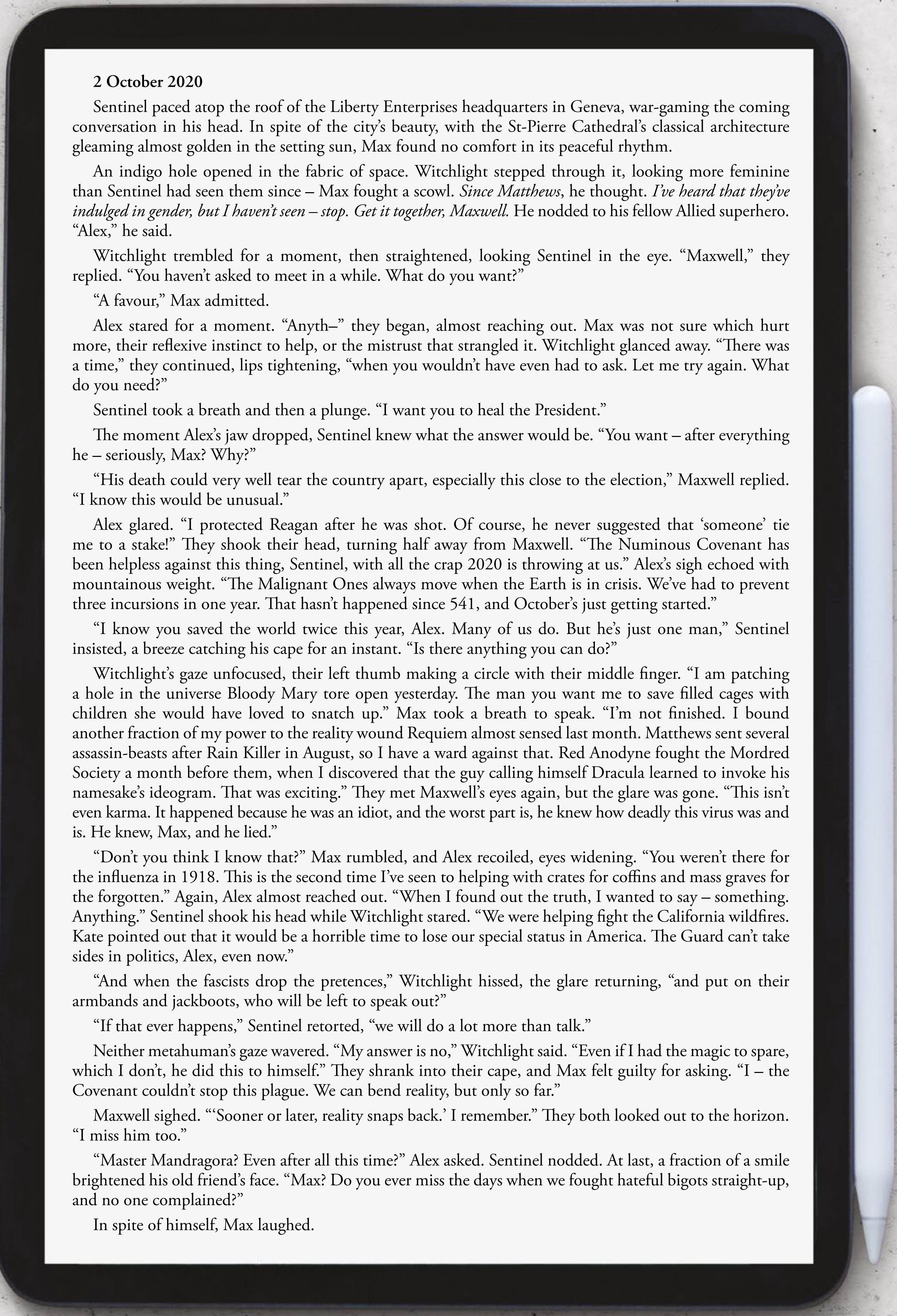
It is illegal in North America and other parts of the world, however, to invade someone's privacy like this without a specific court order. Furthermore, evidence obtained illegally is inadmissible in court. If the hero is interested in prosecuting the criminal in question, they might not be able to use these techniques (or at least must not reveal that they used digital surveillance). Foiling a villain's plans and saving those they threaten does not require a courtroom, though, and the illegal tap may create opportunities to find more legally acceptable evidence.

Few superheroes use this method on Sentinel-Earth without a warrant, since they usually prefer to work within the framework of the legal system. It is a common technique among neutrals more interested in justice than law, though. Ghost Lion, Mirrorhawk, Princess Grimalkin, and Rain Killer do not hesitate to plant bugs on their enemies whenever possible.

SURVEILLANCE

If a hero knows the identity and address of the local crime lord or the favourite hangout of the local gang, they can simply stake out the location. That way the hero can see what crimes are being planned, and have plenty of time to prepare countermeasures. Of course, this method only works on known criminals, but the hero can also set monitors on likely targets. For example, a superhero might set up cameras around the wealthiest banks to be alerted the moment criminals break into one.

Most costumed adventurers have some experience with stakeouts, but few believe it is the best use of their time when patrols can save lives. Chicago's Orion, the superhuman private investigator Deadeye Chimp, and meta-hunter White Shaft all favour direct surveillance when appropriate.



2 October 2020

Sentinel paced atop the roof of the Liberty Enterprises headquarters in Geneva, war-gaming the coming conversation in his head. In spite of the city's beauty, with the St-Pierre Cathedral's classical architecture gleaming almost golden in the setting sun, Max found no comfort in its peaceful rhythm.

An indigo hole opened in the fabric of space. Witchlight stepped through it, looking more feminine than Sentinel had seen them since – Max fought a scowl. *Since Matthews*, he thought. *I've heard that they've indulged in gender, but I haven't seen – stop. Get it together, Maxwell.* He nodded to his fellow Allied superhero. "Alex," he said.

Witchlight trembled for a moment, then straightened, looking Sentinel in the eye. "Maxwell," they replied. "You haven't asked to meet in a while. What do you want?"

"A favour," Max admitted.

Alex stared for a moment. "Anyth–" they began, almost reaching out. Max was not sure which hurt more, their reflexive instinct to help, or the mistrust that strangled it. Witchlight glanced away. "There was a time," they continued, lips tightening, "when you wouldn't have even had to ask. Let me try again. What do you need?"

Sentinel took a breath and then a plunge. "I want you to heal the President."

The moment Alex's jaw dropped, Sentinel knew what the answer would be. "You want – after everything he – seriously, Max? Why?"

"His death could very well tear the country apart, especially this close to the election," Maxwell replied. "I know this would be unusual."

Alex glared. "I protected Reagan after he was shot. Of course, he never suggested that 'someone' tie me to a stake!" They shook their head, turning half away from Maxwell. "The Numinous Covenant has been helpless against this thing, Sentinel, with all the crap 2020 is throwing at us." Alex's sigh echoed with mountainous weight. "The Malignant Ones always move when the Earth is in crisis. We've had to prevent three incursions in one year. That hasn't happened since 541, and October's just getting started."

"I know you saved the world twice this year, Alex. Many of us do. But he's just one man," Sentinel insisted, a breeze catching his cape for an instant. "Is there anything you can do?"

Witchlight's gaze unfocused, their left thumb making a circle with their middle finger. "I am patching a hole in the universe Bloody Mary tore open yesterday. The man you want me to save filled cages with children she would have loved to snatch up." Max took a breath to speak. "I'm not finished. I bound another fraction of my power to the reality wound Requiem almost sensed last month. Matthews sent several assassin-beasts after Rain Killer in August, so I have a ward against that. Red Anodyne fought the Mordred Society a month before them, when I discovered that the guy calling himself Dracula learned to invoke his namesake's ideogram. That was exciting." They met Maxwell's eyes again, but the glare was gone. "This isn't even karma. It happened because he was an idiot, and the worst part is, he knew how deadly this virus was and is. He knew, Max, and he lied."

"Don't you think I know that?" Max rumbled, and Alex recoiled, eyes widening. "You weren't there for the influenza in 1918. This is the second time I've seen to helping with crates for coffins and mass graves for the forgotten." Again, Alex almost reached out. "When I found out the truth, I wanted to say – something. Anything." Sentinel shook his head while Witchlight stared. "We were helping fight the California wildfires. Kate pointed out that it would be a horrible time to lose our special status in America. The Guard can't take sides in politics, Alex, even now."

"And when the fascists drop the pretences," Witchlight hissed, the glare returning, "and put on their armbands and jackboots, who will be left to speak out?"

"If that ever happens," Sentinel retorted, "we will do a lot more than talk."

Neither metahuman's gaze wavered. "My answer is no," Witchlight said. "Even if I had the magic to spare, which I don't, he did this to himself." They shrank into their cape, and Max felt guilty for asking. "I – the Covenant couldn't stop this plague. We can bend reality, but only so far."

Maxwell sighed. "'Sooner or later, reality snaps back.' I remember." They both looked out to the horizon. "I miss him too."

"Master Mandragora? Even after all this time?" Alex asked. Sentinel nodded. At last, a fraction of a smile brightened his old friend's face. "Max? Do you ever miss the days when we fought hateful bigots straight-up, and no one complained?"

In spite of himself, Max laughed.

BUILDING SUPERHERO TEAMS

Since Absolute Power is most often played with a group, your hero is probably going to be part of a team. A well-designed hero team can provide a solid foundation for the start of a superhero campaign, while an ill-conceived one might not quite come together. This section looks at superhero teams and some elements you may want to consider when creating both your characters and the team they will form.

MORE THAN THE SUM

As explained when defining roles, a team should feature a range of different abilities and specialities. While it is certainly possible to create a hero team where characters have similar or even identical powers, most teams in the comics feature a wide range of Attributes. Having characters with unique abilities can help the players feel that they all have special roles to play in the group. This not only helps each superhero stand out but also makes the team stronger and more diverse. While some Attributes, such as Armour or Superstrength, may be quite common, each hero should have some unique abilities that allow them to shine.

There are certainly exceptions. Metaphorical families often form around the most popular superheroes, developing abilities similar to the icon at the heart of the group. Even then, teams with a common baseline learn specialities of one form or another. Groups of non-powered urban avengers develop individual areas of expertise and wield unique equipment. Aliens who develop the same powers on Earth are likely to train certain Attributes to excel among their peers. Family members channelling the same mystic flame, granting them all mythical powers, will tend to claim certain aspects as their own.

UNITED WE STAND: TEAM ORIGINS

From where does the team originate? While it is certainly possible for a diverse group of heroes to meet by coincidence and decide to band together, there are limitless possible origins for superhero teams. Consider some of the following possibilities, and talk with the other players and the Game Master about the spark that ushered the formation of your team.

COMMON ORIGIN

More than one team of superheroes owes its existence to a shared power source. It could have been an accident in which they were all involved, or perhaps they volunteered for the same experiment, or were all kidnapped and used as experimental subjects by a sinister organisation. They may come from the same alien world or have similar backgrounds, including teams of metahumans, cyborgs, or mystics.

COMMON PURPOSE

Groups often unite to pursue common objectives. While most superhero teams join forces to fight crime and ensure public safety, the characters may have other goals in common. Perhaps they all support youth causes and help to run a school for children with nowhere else to go. Maybe they focus on environmental causes, opposing despoilers of the environment – which may place them at odds with the authorities. If the heroes do not know how they gained their powers, they might want to investigate the mystery of their origins, which may be connected in some way.

COMMON ALLEGIANCE

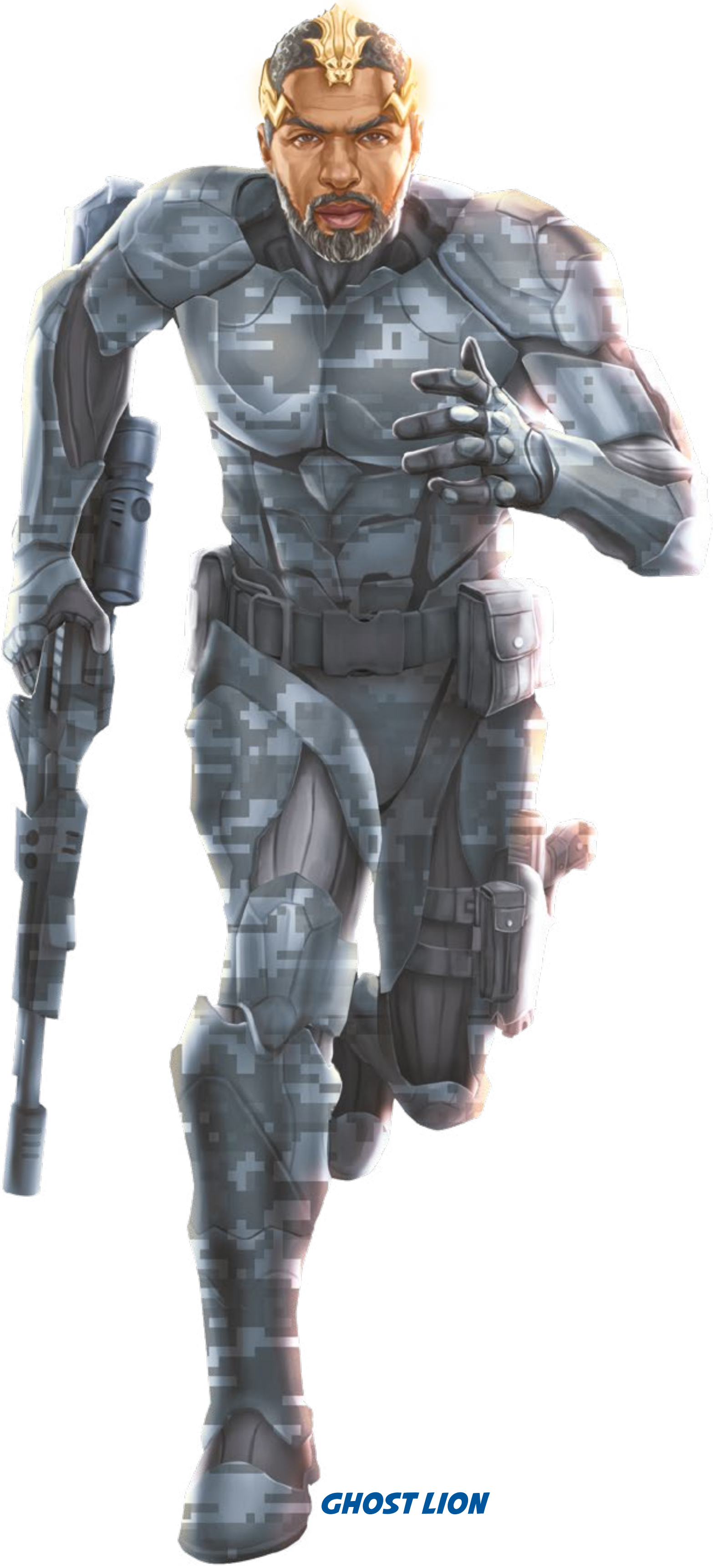
An organisation or powerful individual could assemble the heroes and direct them toward particular goals. The team's patron could include a noble mentor, government agency, cosmic being, wealthy sponsor, or charitable institution. Heroic patrons are usually trustworthy, but sometimes the heroes may have misgivings – particularly if the benefactor is mysterious or secretive. In rare cases, villains might have brought the heroes together for their own nefarious purposes! Sometimes teams break with their backers yet remain united, starting a new chapter in their journey for justice.

UNCOMMON BONDS

In rare cases, the characters knew each other before gaining powers. Kinship may come from blood relations, friendships stronger than family, or camaraderie forged in conflict. Family ties can serve as sources of power as well as unity, with the adventurers descended from the same powerful hero. Groups of friends might end up subjected to the same origin event. Groups of first responders or military units could be assigned to the same super-soldier program. Such pre-existing ties can make a team all but invincible from the moment they gain their powers.

AMALGAMATION

Some teams are brought together by a combination of the above factors. They may be family members with a single origin, activists with a common cause empowered by the same threat, or solo heroes brought together by a sponsor who recognises a passion they all share. Players should look for opportunities to bring their characters together, and should consult the Game Master on any campaign requirements.



GHOST LION

TEAM NAME

As with individual heroes, a team's name is important. It embodies the team's spirit, and since you are going to hear it regularly during the campaign, the name should be meaningful and inspiring. Team names are often short and punchy, labelling who the heroes are or what they do.

For example, the Guard is a premier hero team that safeguards the world from overwhelming threats. The Untouchables are renegade heroes who operate outside the law. Their name refers to their outsider status as well as to how they always slip away when the law closes in on them. Ascension Force is a band of explorers striving to lift up all humanity through their discoveries, not just themselves. The Order is a team that works for the government, and their name alludes to enforcing the law before justice or mercy.

In the comics, heroes and teams sometimes get their names from the media, but you cannot count on that happening in your game. It is better to talk over some concepts for team names as a group and develop ideas on which you can all agree. Of course, it can also be fun discussing the team's name in-character!

TEAM PURPOSE

What are the team's objectives, and how will the team achieve its goals? Most superhero teams join forces to fight crime and injustice, but there are many different ways of doing so, and not all methods suit all characters equally. Will the team have any particular objectives beyond fighting crime? Will the heroes dedicate their efforts to a specific region or go wherever they are needed? The latter will raise questions of jurisdiction, especially when the heroes leave their home nation. Will the team seek the sanction of a government or organisation like the United Nations?

For example, most superhero teams often avoid politically charged situations. They typically do not depose the heads of sovereign nations or put an end to wars. For some teams, like the Guard and UNION, this is a necessary compromise that makes it possible for them to help others around the world. Different teams do what they feel is right regardless of the letter of the law or the demands of diplomacy. These groups may find themselves embroiled in political issues or fallout as a result.

Some of the major goals of hero teams are discussed herein. Not all teams will seek all of these goals – indeed, some can appear to be mutually exclusive – but they should provide some idea of the diverse range of purposes that a team can have.

DISASTER RELIEF

While rarely the primary function of a superhero team, groups dedicated to the safety of innocents will make responding to disasters, both natural and man-made, a priority. Most of the time, all heroes can do is respond to news of a disaster and do their best to contain the damage and aid the victims. Heroes can put out fires, divert or block tsunami, and contain oil spills, among many forms of assistance. They can also evacuate people endangered or injured by the disaster and offer assistance in locating victims and getting them medical attention.

With enough warning, heroes may be able to prevent some disasters. A precognitive teammate or patron could even warn the team of disasters before they happen. What happens when a stubborn tanker captain does not believe them, or if a city official refuses to order an evacuation based on "dubious" visions? It might also be interesting if weather-controlling heroes try to prevent hurricanes and tornadoes entirely. Might there be long-term repercussions of tampering with the world's weather patterns?

ENVIRONMENTAL PROTECTION

The heroes want to preserve the environment as Earth's climate goes increasingly out of control. This includes pollution and contamination as well as environmental damage caused by clear-cutting, strip-mining, and other industrial techniques. This may put the heroes at odds with the authorities, since many activities that pollute or endanger the environment are legal. Law-abiding heroes can still go after illegal polluters, promote conservation, and perhaps use their abilities to help clean up the environment. Transmutation and some hyper-technology can be of tremendous help. Neutrals may go after the worst polluters to shut them down, legally or otherwise, which makes it likely that they will be accused of being superpowered eco-terrorists and putting them in conflict with more law-abiding heroes.

LAW ENFORCEMENT

This is a common purpose for superheroes. The team works to uphold and enforce the law, usually by pursuing and capturing criminals, and stopping crimes in progress. In Silver Age comic books, superheroes often make citizen's arrests without any problem, and authorities have little trouble convicting criminals captured by hero teams. Even in modern comics, when metahumans commit spectacular crimes in broad daylight, superheroes rarely face legal obstacles in stopping their efforts and bringing the supervillains to justice. This may vary in your campaign depending on the team's sanction and the desired level of realism. Heroes may also be faced with enforcing laws that they consider unjust. This is more of a problem for sanctioned hero teams, but other groups may still be questioned if they pursue some criminals but not others.

PATRIOTISM

Patriotic hero teams support their home nation. This may range from encouraging civic pride and duty to actually working as government operatives, or even becoming the government! Most Silver Age heroes were patriotic to at least some extent, with a few sentinels striving to embody the ideals of their nation – whether or not their nation is living up to them.

Patriotic heroes can get caught up in political issues. If they answer to the government, they may be asked or ordered to perform tasks with which they do not agree. If they support their country no matter what, they may be the targets of terrorism or forced into conflict with equally patriotic heroes from an opposing nation.

At the extreme end, patriotic heroes can take matters into their own hands, deposing crooked and tyrannical administrations. If they remain heroes, they will attempt to restore democracy. More neutral or corrupt figures might set themselves up as a new government. Many will consider these supposed patriots as villains rather than heroes.

PEACEKEEPING

Beyond law enforcement is ensuring peace between nations and peoples. Most heroes are believers in the cause of peace, but how they go about achieving it varies. In the Silver Age, most superheroes supported the ideal of peace, encouraging and inspiring people to work towards it. Aside from opposing world-conquering supervillains who control their own nations, they did not interfere in global conflict directly, avoiding the entanglements of a regime change.

In more recent comic narratives, metahumans sometimes take matters into their own hands to ensure peace. They might intervene to stop wars, destroy weapons, depose violent regimes, or put down rebellions. They may do so as sanctioned agents of a peacekeeping force, such as the United Nations or a world government, or they may operate on their own and face the possible wrath of angered and threatened nations.

A less controversial variant of peacekeeping is the team that protects the world from alien threats, whether from outer space or alternate dimensions. Such a team is far more likely to receive acceptance from terrestrial forces, but the heroes might find themselves helpless to intervene in purely internal conflicts. Cosmic protectors or mystic champions can accept their limitations as the price they pay to ensure the world's safety or chafe at restrictions that could feel arbitrary.

RELIGION

A concept rarely seen in the comics, but possible for an Absolute Power game, is a hero team that focuses on defending and promoting the tenets of a particular religion. They see heroism as a religious duty. Perhaps they believe that their powers come from their god or gods – and they might be right. If the religion is hierarchical, the team may answer to religious authorities. They may also become the focus of worship themselves, particularly if the faithful come to see the heroes as saints, avatars, prophets, or actual gods; again, the characters might be genuine examples of such divine beings. A religious hero team is likely to be associated with both the good and bad elements of their religion, whether that is true or not.

RESEARCH

Hero teams often include brilliant scientists and scholars, and many superheroes have capabilities that make exploration of the universe's mysteries easier. They may be able to travel unaided through space, see atomic nuclei and DNA strands, or access energies previously unknown to science. This offers boundless opportunities for a hero team to focus on scientific research, development, and exploration. They might do so with the intention of benefiting humanity with their discoveries, patenting and profiting from a new invention, or simply out of curiosity. Scientific research in comic books often goes awry, creating opportunities for adventures, and there are certainly villains eager to steal and exploit any discoveries the heroes make.

SEARCH AND RESCUE

Some heroes focus on finding and rescuing missing people. This may include victims of disasters and accidents (and thus overlapping with disaster relief), people who have been abducted, or even runaways. Some heroes may do this as a matter of course, while others may work like private detectives or bounty hunters.

SOCIAL AGENDAS

The members of a hero team may have a particular social agenda to advance locally or worldwide. Environmentalism is just one example. Other possibilities include civil rights - whether for all people or for a specific oppressed minority group - democracy, capitalism, socialism, education, or any number of other social causes. This type of purpose is best suited to a gaming group that is interested in exploring stories involving a particular cause. The GM should make sure that the players are interested and that no one will feel uncomfortable or bored with the issue beforehand. In comics, opponents of particular agendas often express their enmity with villainous activities, giving the characters plenty of heroic opportunities. Nevertheless, social agendas can be sensitive topics, so they should be handled with care.

TEAM SIZE

How large is the superhero team? Do they have a support staff? This breaks down into a few options: a small group of player characters, a large selection of alternative player characters, and a mix of player characters and non-player characters.

SMALL GROUP

A small player character group is the default size for most gaming groups. Each player has one hero character, and the characters together make up the entire team, with the possibility of an NPC hero or two and a handful of supporting characters. This is the simplest arrangement, since each player controls only one character, and the group is self-contained and easy to manage. The main opportunities for interaction within the group are between the players, rather than the players and the GM. Sentinel-Earth's Untouchables function as this sort of team, surviving on their own in a hostile world.

MULTIPLE CHARACTERS

Another option is for each player to have multiple heroes, choosing a particular one to play during each game. In this way, a team may have a much larger membership — two, three, or more times the number of players in the group - but the action only focuses on a small group of characters at any one time. This affords plenty of variety. Players can switch characters between sessions, allowing them to experiment with different sub-genres and power levels. This can also provide new opportunities for interaction and role-playing. UNION is an ideal group for this form of play.

On the other hand, players are less likely to become emotionally invested in each individual character. This might impede character development, in both personal matters and adventuring capabilities. It can also take the sting out of losing any individual adventurer, but whether that is an advantage or a drawback depends on the group.

NPC TEAMMATES

Finally, the team can consist of the player characters and any number of NPCs controlled by the GM. The players have many characters with which to interact, but much of the burden is placed on the GM to create and control the NPC heroes. The GM also has to be careful not to let the NPCs dominate the action; otherwise, the players may feel like spectators rather than game participants.

One option for a mixed team involves the player characters forming a smaller unit within a larger group. For example, the characters could be the local branch of a national, global, or interstellar team. The player characters may be the only members of their organisation in their home city, but in dire circumstances, they can contact nearby branches or even the "home office". For a more sinister variant, they could be a covert team within a larger, more reputable group, operating largely on their own.

Another variation of this team creates a more manageable situation, where the number of superheroes on the team is comparatively small, but they have a formidable support force. In this situation, the superheroes are the group's ultimate response unit, while less powerful or non-powered members provide backup. This keeps the focus on the adventurers, while giving them potential friends and allies within the organisation. On Sentinel-Earth, the Guard consists of five superheroes and over 200 normal organisation support members.

ORGANISATION

How is the team structured? Organisation deals with who leads the team and what roles other members play in the group. The larger the team grows, the more important organisation becomes.

Does the team have a single leader who makes the decisions for the team, or are there multiple leaders depending on the circumstances, such as a tactical leader, an administrative director, and a spokesperson? Some teams may have a leader make certain decisions absolutely, such as during a mission, while other matters are handled democratically, by a vote of the membership. Perhaps some members' votes carry more influence than others.

Does the team have a deputy leader or second-in-command? Who takes over when the leader is unavailable or incapacitated? Does someone have the authority to relieve the leader of command under certain circumstances? In less formal groups, these roles may not be explicit, although that can lead to misunderstandings and conflict. Governmental and corporate organisations will have clearly defined roles for members of the team. Consider which style suits your group and whether or not the team's organisation and structure should be clearly defined. Large groups may want an organisational chart, perhaps even military ranks, showing the chain of command within the organisation.

Superhero teams have used all manner of different leadership models, making it simple to choose one that suits your group's play style. If only one player wants to lead, then that simplifies matters, so long as their character has the necessary leadership traits. For groups where more than one person wishes to take a leadership role, many teams have rotating chairperson positions that encourage direction from differing perspectives.

Sentinel is the official leader and spokesperson for the Guard, though the superhero quintet tends to operate with a unified lateral democratic structure rather than a hierarchy. Each hero is granted trust and authority over their area of specialisation: Sentinel for international issues, Slipstream for technical and scientific matters, Grandmother Raven for esoteric realms, etc.

RULES AND REGULATIONS

For a group to function properly, it needs rules. A team may have anything from a formal charter and bylaws to informal agreements about how they handle certain matters, depending on the preferences of the members. A group with authority from a government organisation is more likely to require formalised rules than an informal alliance of superheroes.

This question can provide structure to discussions of boundaries for players and characters alike. Is there a formal code of conduct or honour? Certainly, the heroes are expected to uphold the law, but what happens when they do not? What are the group's views on using lethal force, becoming involved in political or social matters, accepting rewards, and dealing with defeated or captured criminals? Do not let discussion of the group's rules turn into a dull debate on minutiae, but keep the fundamental questions in mind, since the group may face them over the course of the campaign.

LETHAL FORCE

Something that teams should consider in advance is a rule about the use of lethal force in combat. In Silver Age comics, most heroes adhere to strict codes against killing, and expect their teammates to do the same. Only in the most extreme circumstances will a hero kill, and the penalties for doing so are likely to be severe. In more modern stories, heroes have few compunctions about killing their opponents and may even be expected to do so in combat. In these units, a pacifist hero may be a liability to the team – or a source of great role-playing conflict, if handled well. Where the team stands on the issue of lethal force is central to how likely individual heroes are to use it, regardless of their opinions.

The decision should be based on the style and tone of the campaign. In a four-colour setting, heroes should be reluctant to kill, if not completely opposed to it, and team ideology should be the same. The occasional character or circumstance may lead to a use of lethal force, but it should be rare. In a grittier, darker game, heroes are more willing to kill, although the team may still officially frown upon it, as any law-abiding organisation should. Circumstances may play an important role. Killing in self-defence or during wartime is quite different from murdering a helpless victim, no matter how evil that victim might be.

DISCIPLINARY ACTION

When a member breaks the team's rules, what happens? Usually it depends on the nature of the rule, the severity of the violation, and the circumstances. Unless the team enforces its own rules, however, they are meaningless. There must be some measure of discipline unless the group has no rules to enforce. Discipline may be up to the team's leader, or it may require a review board, or even court-martial, comprised of several team members. If the team reports to a higher authority, then discipline may come from it. The team's leader is usually empowered to handle minor infractions, with more serious matters handled by the team as a whole. Some leaders may handle all behaviour problems in more authoritarian teams, but that should usually be reserved for NPC organisations rather than player character groups.

Punishment is usually a loss of privileges or some kind of work detail for a set time. More serious violations may involve a suspension from the team and some sort of mandatory training, while the most serious violations may result in expulsion from the team. There is also the matter of how the team deals with a character facing criminal charges for their actions, whether that means turning the character over to the authorities, covering the matter up, or washing their hands of it. A player should not be forced to role-play such drudgery, but if they want to use an infraction as an excuse to change characters, they should play out the old character's departure as well as the new one's arrival.

Team discipline can be a sensitive issue in a role-playing game, since it brings the player characters into conflict. It is usually easiest if an NPC or the will of the majority hands out discipline, so that one player is not forced to antagonise others. While some players enjoy role-playing out such conflicts, others do not. The GM should take note if the players seem uncomfortable with a disciplinary situation and be prepared to step in to help the group through the situation, if necessary.

SANCTION

An organisation's sanction refers to how much of a hero team's activities are endorsed, approved, or supported by the authorities. Sanction can grant a hero team the ability to sidestep a great many legal entanglements, but it may also come with its own strings, which can tangle the heroes in politics and bureaucracy.

US law says that the accused has the right to confront their accuser. That is difficult to do if the accuser is permitted to wear a mask and conceal their true identity. Superheroes may not be able to testify in court without revealing their secret identities. This means that criminal cases based solely on a hero's testimony might fail.

There are four broad categories of sanction. GMs and players should give some thought to the level of sanction that the heroes want and are willing to maintain. The team may begin with official sanction, particularly if it is established by or comprised of heroes with sterling reputations. Alternately, the heroes may have to earn the trust of the authorities. Of course, it is possible that the heroes are not concerned about official sanction.

FULL SANCTION

A sanctioned hero team has some official endorsement from the authorities, allowing them to fight crime and enforce the law with no more legal obstacles than a police officer. Sanctioned heroes are often deputised to some degree. They have the same powers as law-enforcement personnel to intervene in situations where they have cause to believe that a crime is being committed and arrest the perpetrators. Sanctioned heroes may be given permission to use superpowers to hunt criminals, although it is unlikely that any case based solely on such evidence would stand up in court. For example, it would be impossible to convict a criminal simply because a telepathic hero said that the criminal was planning to commit a crime. After all, planning a crime is not the same as committing one.

Sanction also implies a measure of security clearance, granting access to sensitive material, information, locations, and individuals. Sanctioned heroes are more likely to be allowed into government installations and meet with appropriate personnel, from police commissioners to military leaders. They are also more likely to be entrusted with secret information and things normally kept out of the hands of civilians.

Sanction comes in different levels, depending on just how broad an area it covers. A hero team might be sanctioned by a city or municipality, a province or state, the federal government, or even a global organisation. In some campaigns, it might be possible to receive sanction from interstellar, intergalactic, or even universal authorities. Sanctioned characters should have the appropriate Level of Connected to reflect the scale of their authority and trust. Some Game Masters may prefer to waive the Point cost, however, since everyone on the team has the Attribute. The Connected Attribute may be balanced by an optional or required Red Tape Defect, depending on how much the authorities can restrict the team's actions.

On Sentinel-Earth, the Guard has a limited form of sanction with the city of Empire City, America, and the United Nations – in all cases known as their "special status". This gives them access to certain high-ranking people and information, but not full disclosure. By contrast, the Order is completely sanctioned by the US government – which gives its members powers similar to those of federal agents – but not by other governmental bodies.

TRUSTED

Trusted heroes are as close to sanctioned as adventurers can get without official authority. The authorities trust in and rely on the heroes but cannot or do not officially sanction them. It may be because the authorities cannot be seen sanctioning costumed vigilantes who are not licensed law enforcement officers. Perhaps the heroes do not want to be sanctioned, since it may actually tie their hands to a degree. After all, civilians are not subject to all the same rules of probable cause and evidence as police officers, so the heroes might find that being unsanctioned actually allows them to do their jobs more easily. It is also possible that they prefer to operate as private citizens, especially in the case of adventurers who focus on exploration, science, or mysticism.

Of course, trust is a delicate balance. If the heroes lose the trust of the authorities, the government can stop co-operating with them at any time. This may happen because of something the heroes have done, a villain's efforts to frame them, or because of interpersonal issues. A change of administration, for example, can put someone in charge who will not tolerate his predecessor's co-operation with civilians, no matter how useful. If the authorities decide not to help a once-trusted team, there is not much the heroes can do about it except try to win back their trust.

Trusted adventurers might face some obstacles when dealing with crime-fighting, but they are welcomed in other crises. Whether facing natural disasters, alien invasions, or destructive anomalies, trusted heroes can generally act to save lives without trouble. Good Samaritan laws will protect the characters unless they prove incompetent for some reason.

Ascension Force – as a philanthropic organisation made up of adventurers with numerous licences – enjoys the trust of Empire City and the Stellar Alliance. All of its members except Lady Starbright II have public identities, and beings ranging from the Nimbus to Sentinel himself have vouched for the second Starbright's nobility.

DISAVOWED

These teams are not sanctioned or trusted by the authorities. This does not mean that the authorities necessarily consider the heroes untrustworthy. Instead, they simply do not include them in investigations or co-operate with them any more than they would with any other uninvolved civilians. If the heroes interfere in official business, they will be told in no uncertain terms to stay out of it. If they continue interfering, they are likely to end up arrested for obstruction of justice or interfering with an official investigation. Few authorities go out of their way to persecute people trying to help, but law enforcement is not for amateurs (even if they are bulletproof). This is particularly true for underage heroes. Government organisations will avoid involving children, even superpowered ones, both for their own safety and due to the understandable concern that they lack the maturity for effective law enforcement.

Where a team falls between trusted and disavowed depends on the style of the campaign world. In four-colour settings, all heroes are trusted until they prove otherwise. Unsanctioned and hunted heroes are fairly rare. In more realistic settings, governments are less likely to trust unauthorised adventurers. Adventurers are either sanctioned, licensed, or civilians in strange clothes. In particularly grim settings, there may only be two options: metahumans are either sanctioned agents of the authorities or hunted by them.

Sentinel-Earth's Untouchables are no longer wanted by law enforcement, having earned pardons during the world's great calamities, but they remain outcasts. Local governments might welcome their efforts during a natural disaster or an outbreak of monsters, but few want them doing battle with local criminals. Worse, the Untouchables might attract their own enemies, making them unwelcome in some parts of North America.

HUNTED

The authorities do not trust these teams and actively hunt them. Whether justified or not, hunted teams are considered criminals, and the authorities will attempt to arrest them if the opportunity arises. The team has no chance of getting authorities to co-operate with them, outside of a small number of open-minded contacts willing to help the team out – and those people risk their careers by doing so.

Governments do not call upon hunted teams to aid in investigations or handle problems. The heroes are on their own as far as finding out what is going on and gathering evidence, and must be careful not to get caught doing it. A hunted team may capture villains, but they are not going to wait around for the police to arrive, since they will likely get arrested right along with their opponents. In most settings, however, all but the most ruthless authorities will permit hunted adventurers to help save lives in a crisis, such as fires or floods, turning a blind eye when the heroes mysteriously disappear in the aftermath.

It is up to the GM what, if anything, a hunted team can do to turn their reputation around, or at least get to the point where the authorities are not after them. The GM may require team members to take the Wanted Defect so long as they are hunted. The antiheroes of Red Rush Reckoning are hunted due to their status as homeless troublemakers; they are unable to live free until they can prove their origins to the world.

TEAM PROPERTY

One of the greatest benefits of team membership comes from pooling resources. Groups of heroes can more easily establish a headquarters, then develop or acquire equipment, vehicles, crime files, computer systems, and other tools of the trade. Most superheroes will need money or connections to acquire such assets, but the right fantastic Attributes can provide the materials if characters have the necessary Stats and Skill Groups to turn those materials into working systems. Characters with enough Points can acquire a diverse range of Items and Gear. The Wealth, Connected, Dynamic Powers, Pocket Dimension, Telekinesis, and Transmute Attributes can all provide resources as well, but players should consult the Items chapter for guidelines.

If the team has the option of choosing its own headquarters, where will it be? Many superhero teams have their base in or near a major city, like the Guard's Olympian Tower in Empire City. This has the advantage of putting the heroes close to the people they are protecting, but it also means that when a villain attacks their base, it places innocent people in danger. Other teams do just the opposite, building their headquarters as far from civilisation as possible: atop a mountain, in the Antarctic, at the bottom of the ocean, in orbit, or even on the Moon. This gives the team a measure of privacy and security and the additional public safety, but it also means that the members are farther away in a crisis.

Transportation is a team's next concern, no matter where they are based. How do they reach trouble spots from headquarters? For local matters, the heroes probably have no trouble patrolling, though it may be tricky for those without special movement abilities or personal vehicles. A group may have a member capable of transporting allies, but relying on one hero may prove problematic if the group's ridesharing service gets knocked out or decides to quit.

Most hero teams have vehicles for rapid deployments, such as a supersonic jet or hovercraft. They might even have a starship capable of faster-than-light travel. Additionally, the team may have teleportation platforms or even transport portals that allow the heroes to travel anywhere in an instant.

Your teams should also consider more basic equipment. For example, earpieces allow team members to stay in contact and co-ordinate over a distance. Secure smartphones can provide access to information resources, both private and public. Members might wear armoured uniforms or protective headgear in combat. Such basic equipment should be available through any reasonable Attribute, from Gear to Connected.

DESIGNING HEADQUARTERS

As mentioned in the Items section, Absolute Power does not recommend forcing players to spend Character Points on a base of operations beyond the Connected or Wealth Attributes. That said, some players may wish to design headquarters, whether for their personal characters or for the team as a whole.

In such instances, the primary Attribute a GM should use to determine a base's value is Connected. For example, Red Anodyne's members created their own artificial island, home to a small metahuman civilisation. Meanwhile, the White Rooks is a collection of influential masterminds, with hidden bases of operation around the world. Each of the two groups has spent roughly equal amounts of Points on the Connected Attribute. Red Anodyne's home is a far more dangerous target than any single White Rooks base, but the Rooks can simply abandon any lost hideout without real concern.

By contrast, the Guard is a beloved global institution, with each member having spent several Points on the Connected Attribute with the Significant Power Enhancement. Their Olympian Tower is a legendary headquarters; the team repurposed the original Empire State Building and turned it into a nigh-impenetrable home. They have tremendous resources, including simulators built with alien technology, zapper-enabled holding cells, a reinforced structure stronger than any real-world building, and an arsenal filled with confiscated technology.

Use these groups as examples when considering what kind of stationary base the team can build. Unless the headquarters provides advantages while the superheroes are in the field, do not worry too much about how impressive or formidable it is. Superheroes who own public structures are expected to have impressive homes, and villains find their way in on the rare occasions that plots call for it.

INDIVIDUAL CONTRIBUTIONS

Some heroes have little to contribute beyond their skills and powers, but others have Attributes like Connected, Gear, Minions, and Wealth that they can provide to the rest of the group. A hero with Gear may allow other characters to use their equipment on occasion, although the GM should monitor these loans on a regular basis. Minions can also form a support staff for the team, while Connected heroes are sometimes able to cut through bureaucracies. A hero with Wealth can provide all kinds of resources for the team, bankrolling the group's operations if the character is rich enough.

It is best if resources are not all that a hero has to offer the group, though. If a character merely supplies the team with Gear and pays for their headquarters, then the role is probably better handled by an NPC. Still, offering resources can be one way to differentiate otherwise similar characters. The GM might want to allow the team to pool their resources for some of these Attributes instead, as with purchasing a shared Item.

TEAM TACTICS

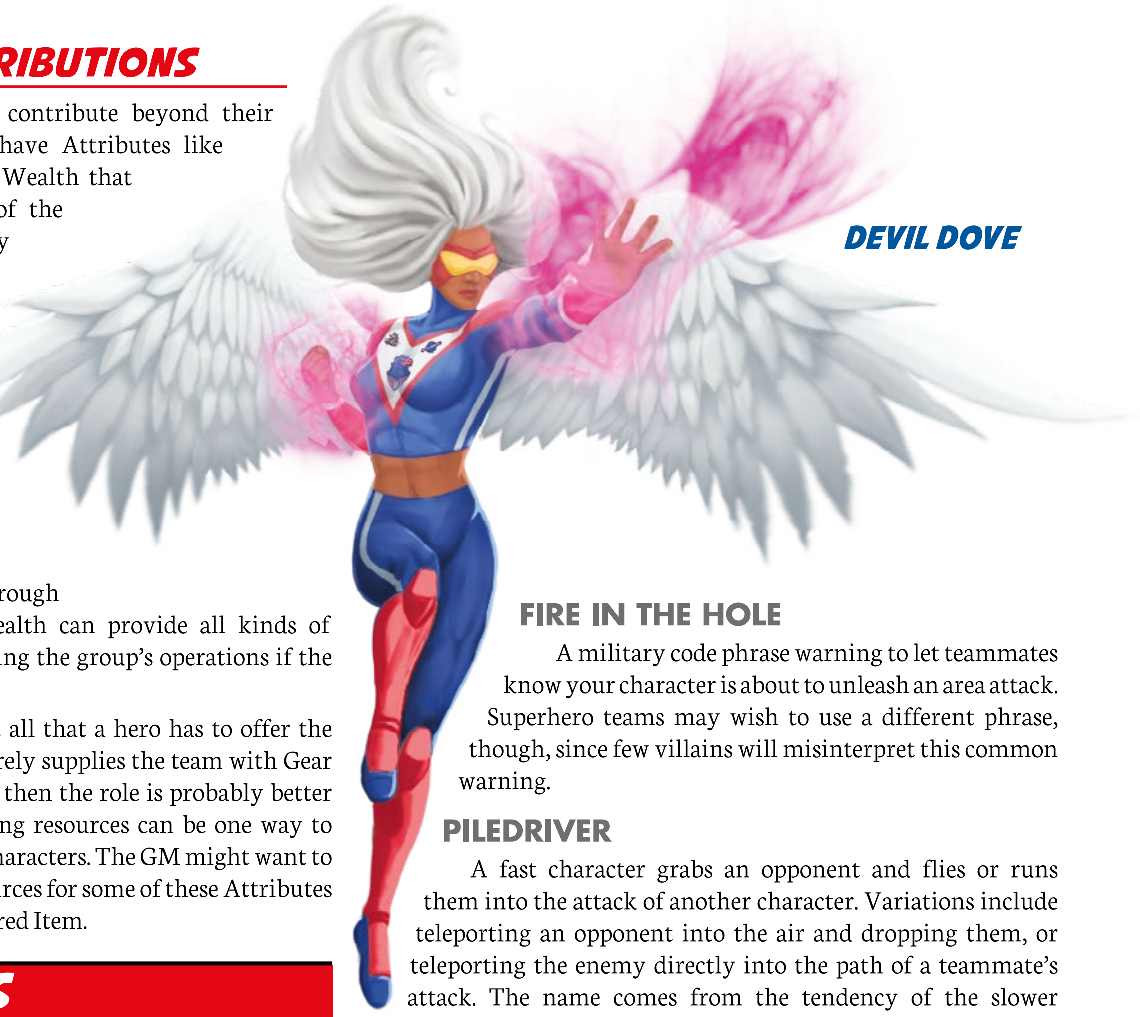
Another primary benefit of the superhero team is its ability to co-ordinate its efforts. Sometimes in the comics, the only way the heroes can defeat villains is through superior teamwork and tactics – traits that evildoers often lack. Hero teams often use code words to designate tactics and manoeuvres developed in advance. Your team members can do the same, creating special manoeuvres and sign language to confuse, frustrate, and overcome villains.

COMBINED ATTACK

Multiple team members hit the same opponent in the same location simultaneously, hoping to overwhelm their defences. This tactic has both combat and narrative impact when facing a villain with otherwise-impenetrable defensive Powers. See page 206 for game mechanic details.

THE FASTBALL

A strong character throws a team member at the opponents as a ranged attack, allowing a hero who cannot fly to enter melee combat with a flying or distant opponent. This is most useful when the thrown character(the "fastball") has unique Weapon qualities, such as Incapacitating, Penetration, Piercing, or Tangle. If attempting to inflict melee damage, the thrown character should benefit from the throwing character's Superstrength Damage Multiplier bonus. However, a botched effort could place the thrown hero in serious danger!


DEVIL DOVE

FIRE IN THE HOLE

A military code phrase warning to let teammates know your character is about to unleash an area attack. Superhero teams may wish to use a different phrase, though, since few villains will misinterpret this common warning.

PILEDRIVER

A fast character grabs an opponent and flies or runs them into the attack of another character. Variations include teleporting an opponent into the air and dropping them, or teleporting the enemy directly into the path of a teammate's attack. The name comes from the tendency of the slower character to spike the target into the ground, doing immediate knockback damage.

SNEAK ATTACK

This manoeuvre is exactly what it sounds like. Part of the team keeps the villains distracted while the stealthy characters, or ones with indirect attacks, get the drop on their opponents from a hiding place. This is most effective against enemies whose defences are strongest when focused in a particular direction. See page 205 for optional game mechanic details.

TARGET SWAP

A favourite trick of master villains is to create opponents that exploit a superhero's unique weaknesses. The preferred solution of heroes is to switch enemies, allowing characters with the appropriate powers to help team members trade places in an instant. Robots, minions, or beasts engineered to overcome one foe are then forced to face others against which they have no recourse.

TEAM ARCHETYPES

Like heroes, superteams in the comics tend to fall into broad categories. We have included several examples here to provide inspiration. As with individuals, teams often fit more than one archetype, so you can combine variants or use them as ideas for unique team concepts.

FANTASTIC CHALLENGERS

While the heroes fight powerful villains and alien invasions, they are primarily explorers and adventurers. They visit lost lands, explore alternate dimensions, travel through space, and draw maps of underground civilisations. Along the way, they uncover threats to their world and must work together to stop them. Explorer-heroes are often the only ones who know those threats exist. At least some team members are usually scientists or mystics, who are fascinated by the unknown. In Empire City, Ascension Force answers the call to adventure, whether travelling the stars or diving into the mysterious Esoterrena.

GOVERNMENT OPERATIVES

The team works for a government organisation like the FBI, CIA, or the Army, or it may belong to a unique metahuman agency specific to the setting. The government will, of course, deny all knowledge of the heroes if they are ever captured while performing covert operations. Government sponsorship may create a world in which the global superpowers are not based on nuclear capacity, but by the size of their metahuman special forces. In some campaigns, the team may extend beyond one nation. Sentinel-Earth's UNION works to unite the world's heroes to face threats that no one nation's team can overcome.

HEROISM FOR HIRE

Remember that whole section on charity? Matters are not always that simple for metahumans. Some superhero teams lack ready sources of funding and are unwilling to be indebted to governments or corporations. What else can they do but offer heroics for pay? Groups of this sort might donate some or all of their profits to worthy causes, but when those with money need help with inexplicable threats, these are the heroes they call. The team may function like a private military corporation or law firm, taking assignments that range from overthrowing superhuman dictators to providing security for financial institutions. While more common for mercenary metahumans, genuine heroes sometimes go into business and charge based on what those in need are able to pay. None of Sentinel-Earth's traditional hero teams work on commission, but the infamous Five Shields are available for the right price.

NOBLE SENTINELS

In strange corners of the universe, in the furthest ocean depths and beyond the stars themselves, amazing civilisations produce extraordinary leaders. Among the most popular superhero origins in comics and cinema, the queen or prince of a wondrous land is often amongst the world's most powerful heroes. These figures often have groups of allies back home with superpowers of their own. One possible team variation would be a band of such allies, perhaps all descendants or retainers of a semi-divine monarch, who fight to defend their homes. Apratzim, Beqaa, Sabaea, and Ur can all serve as sources for such teams in the Sentinel-Earth setting, but a particularly challenging option could involve Thule. As Hendrik Hertzog, Kreuzritter has several adult children. How do metahuman princelings react when they discover that their father is the world's most terrible supervillain?

PUPILS OF POWER

The heroes are students in an astounding academy for those with superpowers. Most schools focus on a particular field of training, such as teaching metahumans how to control their powers or educating supernatural pupils in the mystic arts. The average superhero academy team is formed by younger members – students who wish to prove themselves in the field. These teams must face normal school issues like tests, bullies, and harsh teachers in addition to supervillains. Occasionally, a team of instructors divides their time between training young metahumans and protecting them from villains. The Harrison and Yamatai Academies serve as examples of such a team setting.

REDEMPTION SQUAD

Once, the heroes were not so heroic. They might have each made grave mistakes, such as supervillain careers they have come to regret. Now the superheroes are thrown together, either in hopes of redeeming themselves in the eyes of the public, or because there is no one else who can get the job done. They have a long way to go to win anyone's trust, including each other's. While Ascension Force includes several former supervillains, the new ELITE Operations is a more traditional, if dark, example of such a team.

STREET CRUSADERS

While demigods battle overhead and space-faring adventurers plumb the depths of the cosmos, this superhero team looks out for the average citizen. Almost always comprised of the superhuman world's less-powerful members, some teams of urban defenders have powers that prove formidable in their environment. Bulletproof activists, acrobats with impossible agility, back-alley magicians, and human arsenals can all be found doing battle with organised crime and insane criminals with bizarre motifs. India's real-life Gulabi Gang is an example of such a force.

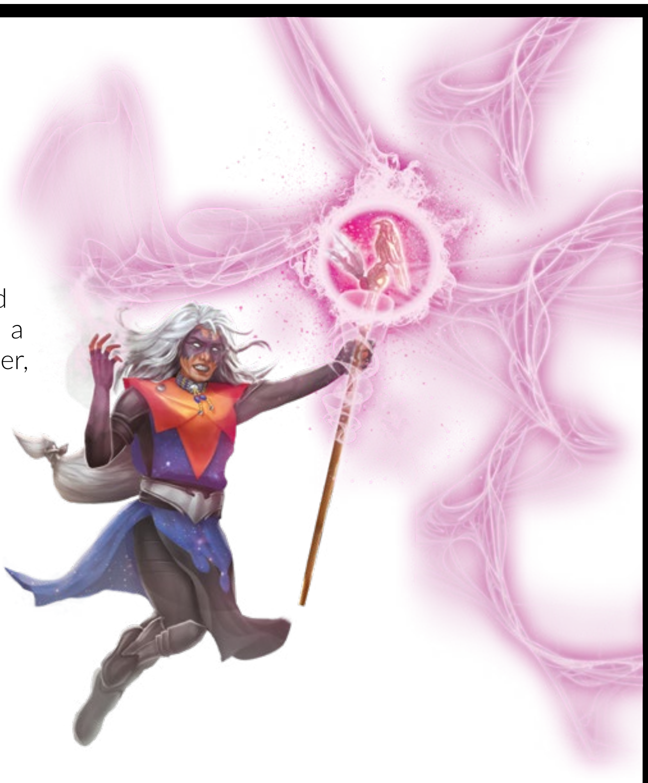
UNCANNY OUTCASTS

Whether they are misunderstood social misfits or they possess superpowers that frighten mundane humans, the characters are outcasts from normal society. Heroes of this sort band together as much for mutual protection as from a desire to do good. They work on the fringes of society, usually outside the law, and are sometimes mistaken for villains despite their best efforts. While they often have little more than costumes, powers, and good intentions, their outsider status can forge bonds of companionship rare even among superheroes. Although the world does not understand them, the adventurers still do what they can to make it a better place. The Untouchables is an ideal example of this category.

WORLD'S GREATEST HEROES

The most classic and traditional form of superhero team, the characters band together to face dangers no single hero can overcome. As they are among the most powerful superheroes in the world, they are the ones humanity calls on when no other team can withstand a threat. They have a well-known headquarters and the trust of the public and law enforcement. Governments call on them to handle everything from crime waves to natural disasters. They tend to focus on the gravest threats, though, leaving other matters in the hands of the authorities and other hero teams. The Guard is a prime team example in the Empire City setting.

MEET GRANDMOTHER RAVEN



"I know it can be hard to have faith that life will improve," Katherine said, looking out over the protesters. "It is certainly true that we have no guarantee the world will become better. Yet when I look out at everyone here, standing together to resist violation of our lands – and for so many of you, lands not yours – I see hope. Hope that we can hold fast to progress and reason. Hope that we might give a cleaner, healthier world to our children and grandchildren. Hope that we will build a future where we understand one another, respect one another, defend one another."

She indulged in a glance at Winona, bearing a knowing smile, Sophia, who flashed her a thumbs up, and Devinder, whom Katherine could not blame for giving more attention to his wife and daughter than his speech-making mother-in-law. "It is true that hope is not a plan, but hope is the seed from which every dream grows. The problems we face are great, but we have overcome their like before. We can do so again." She offered a slight bow to cheering and applause; even after almost five decades, Katherine found herself walking briskly off the stage to escape before her blush could bloom.

"Awesome as usual, Grammie," Sophia said, grinning.

Winona sighed. "A pity the oil companies don't care."

"Hope, Winona, hope" Katherine reminded her, tapping Winnie gently on the nose. Devinder and Sophia chuckled. "We can win this."

Familiar growls interrupted the family. With a moment's thought, Katherine transformed into Grandmother Raven. Winona simply pulled off her shirt, revealing the Ascension Force uniform underneath. "Sophie, Devinder, get the protesters clear," Grandmother Raven said, then shifted into shadow. Winona spread the wings of Crane and took to the skies.

Katherine frowned. Four god-beasts, she noted, flowing along the Earth. Two each. That can't be a good sign. One dripped with crude oil, a massive wolverine crossed with a mole. Another was crocodile-like, but with legs as long as a wolf's. The third was a condor with a scorpion's tail, and the last was a manticore the size of an elephant. She tried her illusions first, and to her surprise, the condor fell for them. Grandmother Raven directed the monster at the wolverine-thing, then turned her Shadow Rebuke on the manticore. It bellowed and gave chase.

Winona blasted it from above, pinning it in place. Katherine opened a portal to Raven's domain beneath the creature, mother and daughter pushing the manticore beyond the world. One down, she thought.

A bear's roar made Katherine believe for a moment that she had miscalculated. Then something tore through the crocodile from below, and a massive beast smashed into the condor and wolverine from above. When Katherine returned to solid form, she recognised Princess Grimalkin throwing aside the one monster and Ursus Caesar rising from the ruins of the other two.

The Emperor Bear rippled, shifting skin and fur until he was free of oil, then dipped one claw in the wolverine-mole's blood. "Hm. Father Dearest programmed this one to track you by mitochondrial DNA. The others as well, most likely."

Both McClouds' eyes widened. "But they would have gone after Sophie, too!" Winona blurted.

Grimalkin nodded with a purr. "Sounds about right. When Matthews holds a grudge, he never lets go."

Montgomery sighed, shaking his head. "No matter how many times I model Father's behaviour, I cannot devise a means to guide him past his rage. It is truly intolerable."

"Emperor Montgomery, the hardest lesson I've learned, as costumed adventurer and mother alike, is that I can control no one's choices but my own," Katherine explained. "I can guide, influence, teach, and at times intercede, but it is not my place to make decisions for others."

Winona and Sophia both gave her sideways glances. "Other adults," Grandmother Raven amended. They both chuckled. "We will help Matthews if we can, and stop him if we can't."

MYTHIC HEROES, ANY SCALE

Superheroes are the modern gods.

You've heard, read, or seen this a thousand times, no doubt, in myriad ways. Creators in love with the genre wax lyrical about its iconic nature. Directors frame their heroes in ways that evoke classical, epic, or even divine imagery. Silver Age writers and artists even turned mythological gods into superheroes or invented entire pantheons of cosmic entities who serve as gods of the modern universe. As a theme, it has been beaten into the ground, then resurrected to dominate modern media.

This is not without reason. The epic hero never vanished entirely, but there was a time when critics scorned the epic. Some still do. After all, the only comic book character to ever serve as an actor's path to one of the highest awards in the entertainment industry is a murderous clown, and even then, the character had to be painted in "realistic" tones – twice. Meanwhile, the ultimate Afrofuturism *tour de force* that combined grand politics, intimate motivations, spectacular writing, and phenomenal performances – that movie barely earned a major nomination. Even the genre's best works struggle for recognition when they embrace the superhero's potential for mythic scale.

Yet therein lies the power that draws us to the superhero. No matter how many recognised experts demand stories of the mundane and mediocre, epics still sing in our dreams. Where society tells us in a thousand ways, "you are ordinary, you are small, you cannot make a difference", the epic retorts, "yes, you can". You can be Odysseus. You can be Hua Mulan. You can be Rama or Brunhilda or Anansi.

That does not mean that your hero has to be a star-spanning protector of reality. Street-level adventurers may face foes who threaten cities rather than worlds, but their lives become personal epics. Their enemies are masters of corruption, whether robbing banks or ruling organised crime families. Personal dilemmas revolve around beloved foes entangled in world-spanning conspiracies. Friends are replaced by cruel doppelgängers. Sympathetic rivals come from pits of unspeakable cruelty. Even shades of grey are titanic when vigilantes oppose monstrous syndicates with arsenals capable of toppling small governments.

THE PAST IS PROLOGUE

Depending on the version – ancient authors were just as divided on continuity as modern ones – heroes of mythology were more than just flawed by modern standards. In some versions of the Ninth Labour, Heracles kidnapped or killed Hippolyta. In legends of the Monkey King, both Sun Wukong and the Jade Emperor display epic hubris in dealing with one another, threatening the balance of the universe. The Epic of Gilgamesh begins with a portrayal of the king as a brutal tyrant. Racism, sexism, and bigotry of all kinds were not merely accepted by some cultures, but expected. Kidnapping, betrayal, and murder were excused if such cultural heroes had what appeared to be good reasons.

Superheroes can embrace the cultural status of such classic heroes without inheriting their baggage as well. Most powerhouses owe something to Heracles, but few slaughter their families, enslave entire matriarchies, or poison mentors in drunken brawls. At the same time, no hero is perfect. They often struggle with legacies of violence, substance abuse, or conquest. Some of the most vital heroic origins focus on the lessons learned from less-than-heroic actions.

POWER FANTASY VS. ABSOLUTE POWER FANTASY

One of the most common criticisms of superhero fiction is that it is a power fantasy. The implication of this label is that costumed adventure has no value as a genre since it serves no greater purpose other than entertainment. Superhero stories, this narrative claims, are only about juvenile dreams of lording over others. Cue sneers of contempt and complaints about how this pop-culture phenomenon distracts from important issues or "true art" or some other genre the critic prefers.

Even a cursory understanding of superhero lore proves more sweeping versions of this accusation laughable. The single most famous line in the genre's history is about how important responsibility is for the powerful. Indeed, every superhero that has become popular in mainstream media reflects that outlook, whether they came before or after that legendary quote. At its core, superhero fiction is not a fantasy about claiming power, but about using it to benefit others. The powerless gain power, and instead of seeking profit, they work towards a better world. Superheroes are brave, selfless, and just. When generosity of might seems impossible, the very idea of the superhero can be revolutionary.

At the same time, there is value in criticism. Superhero adventures can support unfortunate implications, either through innocence or by design. Masked vigilantes sometimes act with vicious abandon yet without accountability, even if they refuse to kill. With the best of intentions, superheroes create extralegal prisons to hold beings with godlike power, making a mockery of due process. The use of enhanced senses raises questions of illegal searches. Most frightening of all is the notion of the being so close to omnipotent that responsibility becomes an almost meaningless concept. What does it matter who watches a watchman, if the watchman is invincible?

Superhero fiction has confronted these issues as well. For those who aspire to heroism, the goal is not certainty, but nobility. We must do our best, accept that we will make mistakes, and then try again. It is also the reason that no superhero can be truly all-powerful. Without flaws, vulnerabilities, and quirks, a character can help others, but cannot truly be a hero.

The name Absolute Power was not selected haphazardly. It's not an ideal – it is a warning. Power can corrupt, but it does not have to. Awful traumas can drive great heroes to strive for ever-greater might, but no one person can fix everything. Only together can we solve our problems. When our friends and allies suffer, though, absolute power can seem like the solution. It's not. The absolute power fantasy is the most toxic one of all.

DARK EMPIRES: LESS THAN HEROES

Most games set in superhero worlds will focus on playing genuine heroes. They cannot win every battle or solve every problem, but heroes always do their best. Perhaps the greatest distinction between Absolute Power and its predecessor, Silver Age Sentinels v1.0, is a greater focus on the grey area between hero and villain. While the trite saying that everyone is the hero of their own story is not quite true, there is certainly truth within it.

And the sad reality is that we all make compromises every day. Governments defend and advance their societies with military forces, intelligence bureaus, and police agencies – all of which use lethal force and other questionable methods. Corporations compete with vicious abandon to warp democracies, pollute our environment, and twist laws to their needs. Cultures engage in societal struggles for control of political forces, thought patterns, and seemingly our very souls. No matter how pure any of us try to be, we must pay taxes, buy goods, and tolerate extremists every day. It's easy to say we do not kill, but others have killed to protect our rights and privileges. How noble is it to look down on those who have made those sacrifices for us?

Then there is the question of what we do and how far we go to change the world. Is it more noble or less to reject violence in the face of tyranny, slavery, or genocide? We can take pride in non-violent movements that drove corrupt governments out of power, but what about those cut down by unrestrained might? People in safe civilisations can look down on those who use force to rise up against cruel leaders, but the problems can look very different when you are caught up in them.

At the same time, death is final. You can always negotiate or reason with a living enemy. Once foes kill each other, they have crossed lines from which they cannot step back. While superheroes can sometimes cheat death, the power to return others to life is rare. Mistakes in the use of lethal force may forever haunt a character, even when it was not a mistake. And so the question comes back around: how do we decide what our limits are?

On a more practical level, the genre's conventions mean that so-called heroes do not steal, kill, or revolt; consequently, those who do such things are not superheroes. Exceptions might exist in cases of alien conquest or apocalyptic scenarios, but if the world exists in a recognisable state, then those are the guidelines. Characters deemed "neutral" might be heroes in other genres, like Robin Hood or Van Helsing, but in the context of superhero settings, they are seen as more complex and difficult to judge.

ANTIHERO PRINCIPLES

Just as the line between hero and neutral can be difficult to define, lines between neutrals and villains are often blurry and uncertain. Unless antiheroes fight black-and-white creatures like zombies, demons, or Nazis, the moral difference between a neutral character and a villainous one can be a tricky question. If the group decides to create a team of neutrals, everyone should keep a few guidelines in mind.

PERSONAL CODES

Neutrals who go against society's grain still have ethics of their own. Most have an inviolate sense of honour. Mercenaries might break bones, hearts, and laws, but they will not break their word. Tricksters like Pan will lie, cheat, and steal, but they remain loyal to their friends and their causes. Unless cheated themselves, neutrals stay bought and remain true to their bargains. If they steal at all, it is only from the wealthy. By contrast, a group that might be seen as villainous when operating outside the law can become morally complicated if operating within legal structures, or in service to them. In all cases, neutrals only cause harm or take life for their cause. Make sure to define these limits for your character during Session Zero.

THE VALUE OF INNOCENT LIFE

At the very least, a neutral character will not personally endanger non-combatants. Most will do what they can to protect civilians. They might understand acceptable losses, but attempt to minimise them. Neutrals may sacrifice hostages captured by others if more lives are at stake, but do not take hostages themselves. Ruthless neutrals might do harm to mind-controlled combatants to protect themselves or others, but only when out of options. If any principle separates a neutral from a villain, this is it.

COURAGE AND CONVICTION

Neutral characters believe in something, whether it is a nation, a faith, or a cause. Even a mercenary team like the Five Shields fights for an ideology, albeit a highly questionable one. Neutrals are not stupid, and will run rather than die for pride, but they will risk their lives to protect or promote their principles. Most neutral teams are as devoted to one another as any band of superheroes, because there is an excellent chance that all they have is each other.

ANTIHERO CHARACTERS

Neutral costumed adventurers are similar to superheroes in many ways. They take on unusual identities, develop amazing abilities, and fight for what they believe is right. Most of them could have been heroes were it not for some particular factor – a past tragedy, terrible burden, or cynical worldview. Whatever that element may be, it sets them apart from the superhero community and provides operational and moral flexibility at the cost of isolation, mistrust, and possibly the enmity of society at large. A few examples are presented here.

BORN FUGITIVES

The most tragic neutral adventurers are those who never had a choice to obey the law. Whether their circumstances are mundane or absurd, these characters begin existence hunted by the authorities. No matter what intentions they have, these fugitives must steal just to survive; regardless of their efforts, law enforcement is their enemy. While it is occasionally possible for characters to become superheroes even in such circumstances, as some Untouchables prove, others find themselves hounded in ways that make idealism a luxury that's too expensive to survive. Superheroes who can change the situations of these characters might find themselves with devoted allies, though some ex-fugitives will never overcome their cynicism. The members of Red Rush Reckoning, hunted by Matthews GenTech and hounded by authorities, are examples of metahumans literally made as outcasts.

THE COMPANY THEY KEEP

A few costumed adventurers might be accounted superheroes for their own actions, if they did not support more questionable allies. Whether due to loyalty, camaraderie, or family, these characters fight alongside those with lower standards. Such adventurers usually recognise that they bear some of the moral burdens of their teammates. However, even if they are reluctant to employ the same methods for their own reasons – perhaps a desire to do better or personal squeamishness – they believe that it would be hypocritical to reject their allies. After all, most of civilisation is protected by soldiers who use lethal force. What is more ethical, they ask: rejecting those who employ violence, or admitting one's debt to them? Belleshroud has never resorted to the same depths of violence employed by most of her teammates, but fights alongside them to protect Witchlight and defend Earth's children.

FOR THE MONEY

It is difficult to fight for profit and remain a hero, but avoiding villainy is no challenge. Anyone with the powers or skills to survive fighting criminal empires, supervillains, or alien conquerors, can set their own fees with little difficulty. Adventuring for the highest bidder may not be glamorous, but with the money super-mercenaries make, they can buy their own glamour. As long as they adhere to basic ethical boundaries, they will not run afoul of law enforcement, and will avoid most superhero opposition. Conversely, metahuman free agents will make few friends with superheroes, yet many enemies among villains. The Five Shields are Empire City's most famous commercialised adventurers.

GRIM PURPOSE

Most neutral adventurers choose a more complicated path, though some have it chosen for them. Whether out of enforced obligation or a sense of duty, these characters believe that to protect others, they must compromise when heroes will not. This obligation can be to be a nation, a world, or an entire universe, but figures of grim purpose believe they cannot afford to hold back against the horrors they face. Some might have been accepted as superheroes during the Golden Age, but when standards changed, their obligations did not. Sentinel-Earth's Witchlight is an example of a former superhero burdened with terrible duty, charged by the Hallow Triad with the defence of reality itself.

LAUGHING REBELS

On the opposite end from metahuman hirelings are those who follow their own codes. They flout the law, scoff at money, and do as they wish. Unlike most villains, though, these rebellious souls wish to help others. If these characters steal, it is from tyrants and criminals, to give to those in need. When they fight, it is to free innocents held in literal or figurative captivity. Should they ignore laws, these antiheroes do so in service to liberty and justice. Most trickster-adventurers take great pleasure in their antics, but their focus remains on a higher cause. Pan, along with her many Belles, are independent renegades of this sort.

REALPOLITIK

War might be Hell, but most societies revere honourable soldiers and disdain politicians. Whether fair or not, politicians make compromises to support their nations, states, and municipalities. Superheroes typically avoid politics; the majority of heroes who engage with it are frequently royalty of some kind (making it an obligation rather than a choice). When characters with superpowers become involved in political work like diplomacy, legislation, or judgement, they are often viewed as compromised by their actions. Fortunately, this is sometimes a route for villains who seek to leave violence behind. Since costumed adventure always involves conflict, this is never entirely successful – but most give them credit for trying to shift into neutral territory. White Shaft is an example of such a tarnished superhero, and Seawolf is a somewhat-reformed villain.

SHADOW WARRIORS

Cold wars are ugly, but they are preferable to the other sort. Operatives fight in back alleys to ensure millions do not perish on battlefields. These masters of espionage do questionable things on a regular basis – and terrible things in rare circumstances – to maintain the balance of power. When metahuman forces change that balance, the most extraordinary intelligence agents become formidable figures among their number. Only a select few are counted as superheroes, with most having left their old lives behind. Those who remain are vital figures in a society of shadows, but they are necessary forces engaged in a dark business. Ghost Lion is an example of such a literal super-agent.

THOSE WHO HUNT PREDATORS

The neutral adventurers most common to superhero tales are those who take the law into their own hands. Whether special agents sanctioned to use deadly force or independent vigilantes on the run from both sides, they do what heroes will not. Some descend into outright villainy and pervert the cause of justice beyond recognition. Those who manage to avoid becoming the enemy they fight hold themselves to as high a standard as any executioner can. Like superheroes, they act to protect the innocent and stop those who would threaten them. What makes these antiheroes different is their willingness to kill super-criminals to ensure they never harm again. Rain Killer no longer hunts as often as she once did, but remains an example of such a vigilante. The Order is the official arm of American metahuman policy. Sometimes they eliminate problems rather than risk another escape.

PLAYER ADVICE SUMMARY

The superhero genre is simultaneously broad and strange enough to defy a simple description. Some characters, titles, and adventures stretch the limits of the concept. It involves people with superhuman abilities, except when it does not. Metahuman adventurers wear costumes distinct from everyday clothing, though some blur that distinction beyond recognition. Superheroes never kill – that is, unless they do. We could say that adventures should have at least some of these elements to be part of the genre. There is a more straightforward perspective to consider, though: we know superhero stories when we see them. On this page, we share our final player-focused suggestions for character creation and gameplay.

ENJOY LOTS OF SUPERHERO FICTION

In Silver Age Sentinels, this advice was "read lots of comics". While there were other options, the majority of the genre was found there. Comics are undoubtedly the most prolific source for superhero adventure, though they aren't the only source for modern superpowered stories. You probably have access to the television, movie, and game options that have exploded in the decades since. If you have only a passing familiarity with superheroes, these series can give you ideas for characters, powers, and actions that you might like to include in the game. You will also have a better feel for the genre so you can help make the game more enjoyable for everyone. Ask your GM for suggested examples that are particularly suitable or inspirational for the campaign.

CREATE A HERO WHO FITS THE CAMPAIGN

While most superhero settings permit an almost infinite variety of concepts, some are more focused, with player character teams categorised in one particular sub-genre. Unless you portray one of your world's greatest superheroes, your character will be constrained in some way, whether in power, origin, or role. Talk to your Game Master in advance about what sort of hero you want to play. A character that may be suitable for a gritty street-level campaign may not be appropriate for a high-powered, four-colour game. Work within the framework and limits the GM sets, and discuss any problems you may have with them.

BE INNOVATIVE IN CHARACTER DESIGN

Absolute Power's Tri-Stat System was designed to be flexible, allowing you to create the superpowered character of your desire. Do not hesitate to further develop Attributes, Defects, Enhancements, and Limiters not detailed in these rules. Talk with the GM about your ideas, and co-create your concepts with them. Playing an original character of your design is much more enjoyable than limiting yourself to someone else's ideas.

DO NOT BE AFRAID OF DEFECTS

Every good hero has flaws, such as a social quirk, a fear they must confront, or a deadly weakness. Giving your hero one or more Defects provides them with much more than just a few extra Points for development. It gives you role-playing opportunities and makes your character three-dimensional and interesting. Punching Kreuzritter in the face can be satisfying, but when your character pushes through the fatigue and sorrow caused by the nightmares of old failures, that is when they feel like a true hero.

BE A TEAM PLAYER

Even if you develop a character with trust issues, everyone at the table should work together to have fun. While Absolute Power confronts some of the genre's darker legacies, it remains focussed on the adventures of superheroes. It is far easier and more fun for everyone, if the characters are all team players. As discussed earlier in this section, there is room for the occasional loner or antisocial character, provided their player aligns with the gaming group's goals. If you want to play a character you think will have difficulty working in a team, talk to the Game Master about it and be open to tweaking your concept as necessary.

DO NOT TAKE GAME EVENTS PERSONALLY

Bad things sometimes happen to heroes. It may be an unlucky roll of the dice or part of a villain's scheme. Heroes in the comics often come into conflict with each other as well, either by competing to hone their abilities or due to a misunderstanding. None of this action is directed personally at you, whether it comes from the Game Master or a fellow player. If you believe that a player or the GM is being overly malicious toward you, talk to them about it. Remember that those heroic conflicts usually result in the team members reconciling and becoming closer than ever.

TRUST THE GAME MASTER

There is an unspoken agreement between the players and the Game Master: the GM agrees to provide a challenging and entertaining story for the players, and in return, the players agree to trust their judgement. Do not second-guess your Game Master, argue with them during the game, or assume that the GM is out to get your character. Even when the GM assumes the role of the bad guys, they are still on your side.

PROVIDE CONSTRUCTIVE FEEDBACK

Discuss the progress of the campaign regularly with your fellow players and the Game Master. Be polite, but be honest about how you feel. If a rule gets in the way of enjoyment, do not hesitate to streamline or change it. If something works well or is particularly fun, let the GM know so they can include it in future games. If you dislike an aspect of the game, it is better to broach the issue and reach a resolution than to let a problem fester. Your gaming group cannot improve unless you provide helpful criticism. Similarly, be willing to accept constructive feedback from others and work together to make the game more fun for everyone. Ensure everyone talks to each other when something is not working, so the entire group can enjoy better adventures.

ABSOLUTE POWER

☆ Silver Age Sentinels Second Edition | Superhero Role-Playing Game ☆

Superhero Name

Character Name

Total Character Points

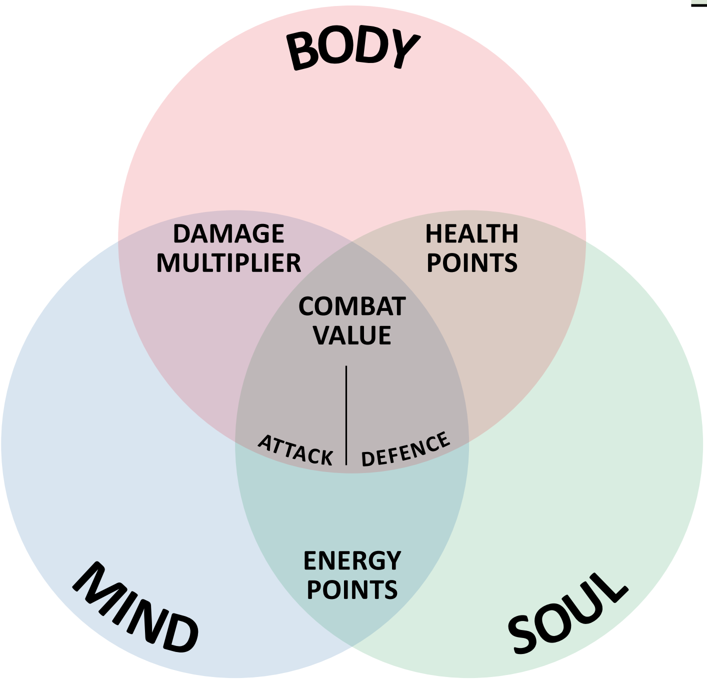
Player Name

Power / Origin Templates

Occupation

Territory / Affiliation

Size / Height / Mass / Gender


BODY
DAMAGE MULTIPLIER
HEALTH POINTS
COMBAT VALUE
ATTACK
DEFENCE
ENERGY POINTS
MIND
SOUL

ATTRIBUTES

LEVEL	POINTS	ATTRIBUTE

DEFECTS

RANK	POINTS	DEFECT

GAME NOTES

Armour, Weapons, Companions, Items, Vehicles, NPCs, etc.

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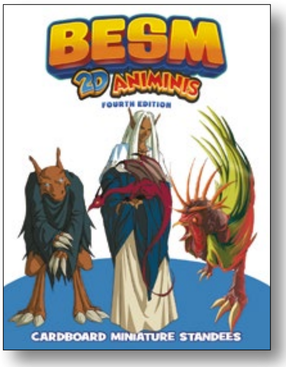
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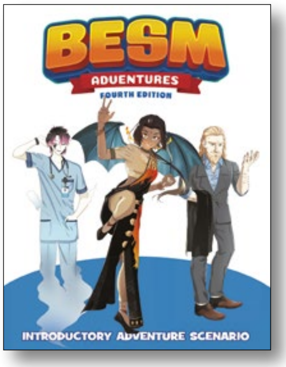
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